PRIMA'S OFFICIAL STRATEGY GUIDE

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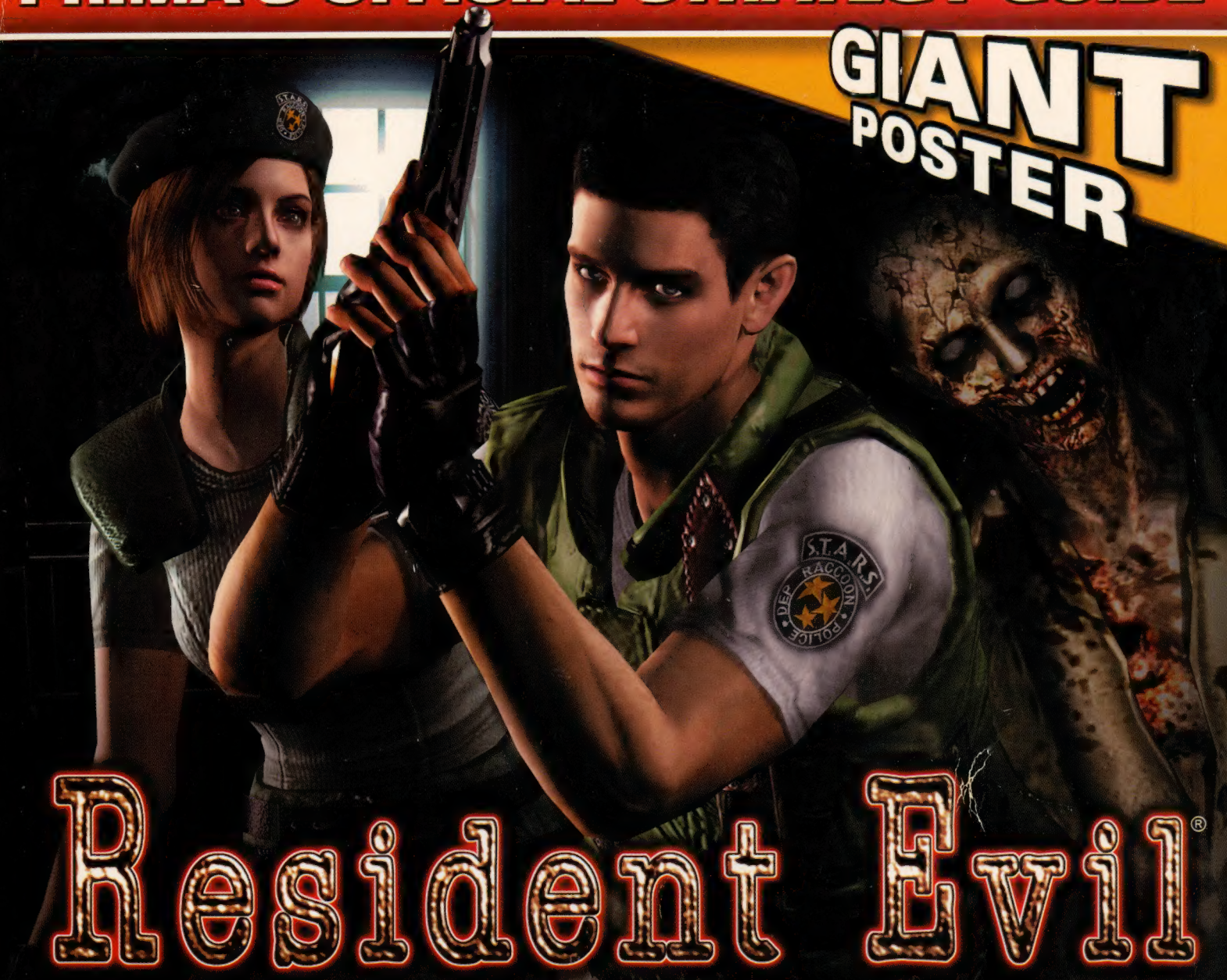

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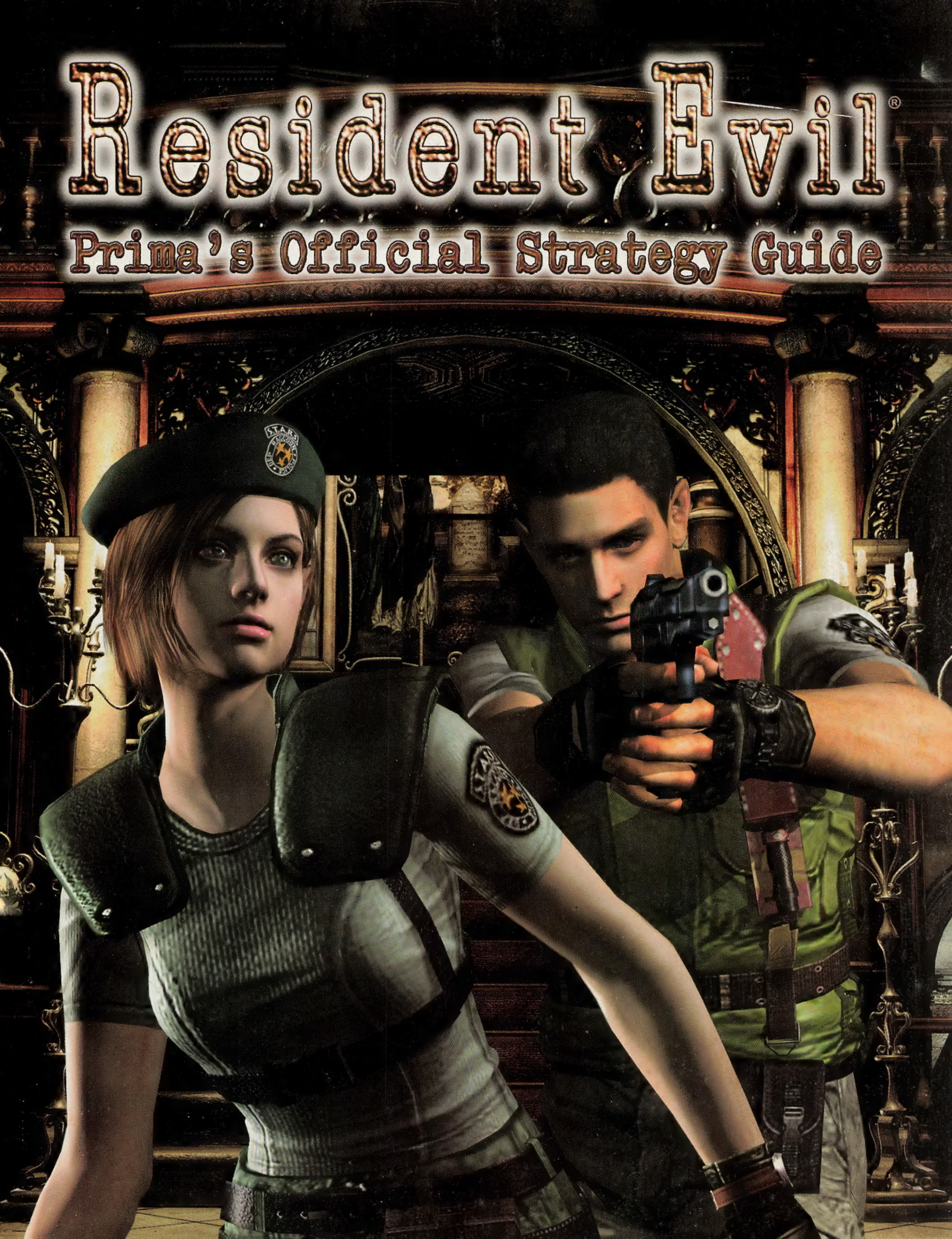
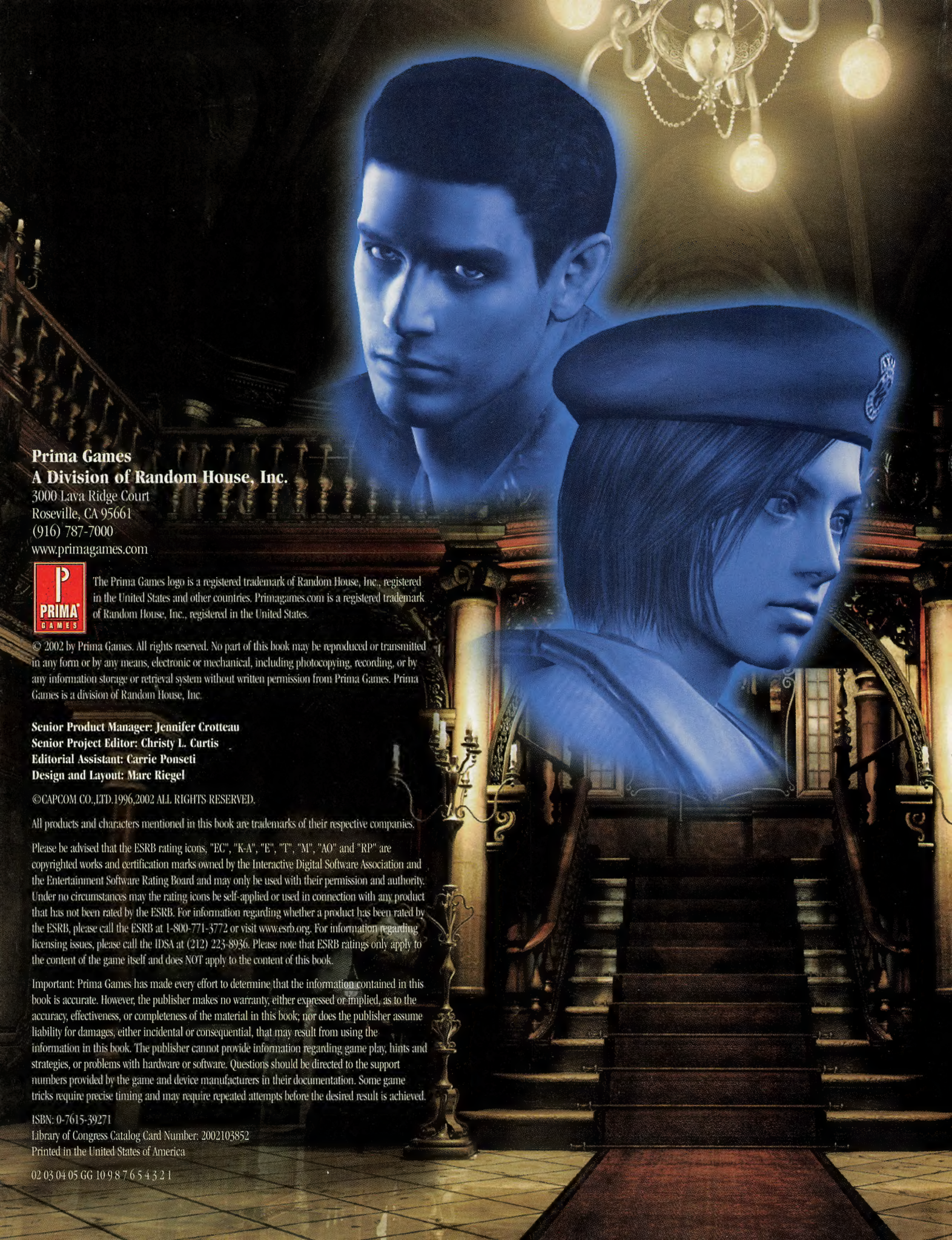
Resident Evil®

Prima's Official Strategy Guide





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Resident Evil®

Prima's Official Strategy Guide

David S. J. Hodgson

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The *Resident Evil* Master Class

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Introduction

How To Use This Book

Welcome to *Resident Evil: Prima's Official Strategy Guide*. In the following pages, you'll learn the basic tenets of horror survival, how to use both offensive and defensive items, look through a complete inventory, and view a comprehensive walkthrough of the entire game. Both characters have similar adventures, so we've combined the walkthroughs. However, information pertaining to Jill Valentine is indicated in red, and knowledge relevant to Chris Redfield is shown in green.

The maps in the walkthrough use easily recognizable icons, but here is a list of them and what they represent.

Good hunting!

- Armor Key
- Assault Shotgun (Chris)
- Assault Shotgun (Jill)
- Barry's Family Photo (Jill)
- Barry's Magnum (Jill)
- Bee Specimen
- Blood Serum
- Blue Gemstone
- Body Disposal Instructions
- Book of Curses
- Botany book
- Broken Flamethrower
- Chemical Herbicide
- Chemistry Lab Experiment Notes
- Control Room Key
- Crumpled Memo
- Cylinder Sprocket
- Death Mask 1 (No Eyes)
- Death Mask 2 (No Face)
- Death Mask 3 (No Nose)
- Death Mask 4 (No Mouth)
- Dog Collar
- Dog Whistle
- Emblem Key
- Empty Nitric Acid Container
- Family Picture
- Family Pictures and Notes
- Fishhook
- Flamethrower (Chris)
- Fuel Canteen
- Fuel Supply Capsule (empty)
- Fuel Supply Capsule (full)
- Fuse Unit
- Gallery Key
- Gas Canister
- Golden Arrow
- Golden Emblem
- Grenade Launcher
- Handgun (Chris)
- Helmet Key
- Hexagonal Crank
- Image Filter (red)
- Imitation of a Key
- Ink Ribbon
- Insecticide Spray
- Item Box
- Jewelry Box
- Keeper's Diary
- Kenneth's Film
- Laboratory Key
- Large Battery
- Last Book Vol. 1 (Medal of Eagle)
- Last Book Vol. 2 (Medal of Wolf)
- Lighter (Jill)
- Lisa Trevor's Letters
- Lockpick (Jill)
- Lure of a Bee
- M.O. Disc (1)
- M.O. Disc (2)
- M.O. Disc (3)
- M.O. Reader
- Magnum
- Map of Courtyard
- Map of Laboratory (all floors)
- Map of Mansion
- Map of Mansion Basement
- Map of Residence
- Master Key
- Metal Object (portion)
- Moon Crest
- Musical Score
- Observation Note
- Old Key (Chris)
- Plant 42 Report
- Red Gemstone
- Researcher's Letter
- Researcher's Will
- Rocket Launcher
- Room 001 Key
- Room 003 Key
- Rusty Shotgun
- Security Protocols Note
- Self-Defense Gun
- Shaft
- Shield Key
- Shotgun
- Signal Rockets
- Square Crank
- Star Crest
- Stone and Metal Object
- Stone Ring
- Suicide Note
- Sun Crest
- Survival Knife
- Sword Key
- Trevor's Diary (Excerpt)
- Trevor's Diary (Final Part)
- Typewriter
- Umbrella Fax
- Unprinted Red Book: Bandage with Blood
- V.ACT Researcher's Note
- Wesker's/Barry's Note
- Wind Crest
- Wooden Mount
- Wooden Shield
- X-Ray (Clark David)
- X-Ray (Gail Holland)
- Yellow Gemstone

Training: The Tenets of Horror Survival

Walk This Way

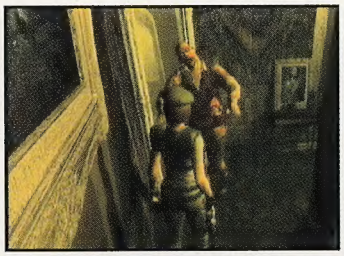
To help the S.T.A.R.S. team live through *Resident Evil*, you must be cunning, conserve your ammunition, and move with purpose. Those with previous survival experience against Umbrella mutations already know the creed of continued existence in the combat zone, but it may help to refresh your memory. Those of you new to experiencing this type of terror, pay close attention! The following advice will aid in remaining uninfected and alive.

Upward Is Onward

The dynamic camera angles in *Resident Evil* are its trademark. Sometimes the view faces your character, and even then, pressing ↑ on the Analog Stick or D-pad moves the character forward.

Even when you're face to face with your character, press ↑ to move forward and ↓ to move backward. You'll get the hang of it—nothing motivates a person to learn like a Crimson Head swiping at their cranium.

Duck and Dodge



The shortest distance between two points is a straight line, but that may not the safest route. Once you're comfortable with the basics of moving your character, practice dodging. It's a simple matter of heading in one direction and changing course at the last second. Dodge just as a Zombie lunges to move, or turn and scamper after the Zombie misses his hug. This saves on health and ammunition—and you'll need an ample supply of both.

The Wall Hug

Check the direction that a Zombie is facing, and then run down the edge of the corridor past it. If you time it right, you'll avoid the Zombie's grab.

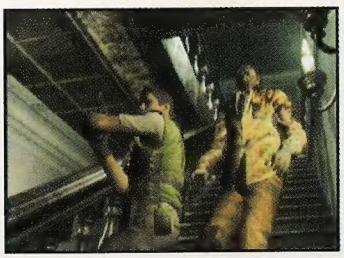
Just Passing Through

In general, if you run nonstop through a room, you usually can dart past any Zombie. The moment you enter a room, run immediately to where you need to be; Zombies are likely to be left dazed and confused as you pass them.

Dive for Doors

Even when a Hunter leaps at you with talons outstretched, there's still hope—as long as you're near a door. If you're being chased by an enemy, you're always saved by entering a door. When you return (even a split-second later), the enemies are back in their original position.

Stair Safety



Zombies, Cerberi, and Hunters are more fearsome than ever before, because they've learned how to climb stairs. Foes can follow you in multilevel rooms.

Pushing and Shoving

Your character can push some objects (such as crates and bookcases) along the ground. Simply face the crate or shelf you want to move, and walk into it. Hold ↑ and your character starts to shove the object. You need to be walking, not running, to commence the push. When maneuvering for a push, the D-pad is slightly easier to use than the Analog Stick.

If you push an object into the wrong position and cannot move it any more, simply leave the room and return. The moveable item has reverted to its original position, ready for you to try again.

Door Opening and Climbing

There are numerous doors, ladders, and crates that your characters have to open, or climb up, down, or over. Simply press Ⓐ when your character nears an object he or she wants to pass through, onto, or down. Face the object for the best results.

The Time for Action

This game has a simple interface. Your character uses Ⓐ to search an area, press switches, pick up items, read documents, shoot, and do other important tasks.

Ⓑ makes your character run through the rooms and around foes. Notice the change in animation between your character walking and running.

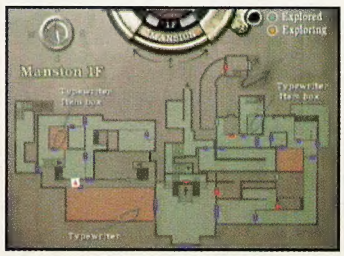
Finally, (X) takes you to the Inventory screen. From there you can reload weapons, check items, use healing items, combine items, view documents and maps you've collected, and choose a Defense Weapon. Most important, you can see your character's health.

Tip

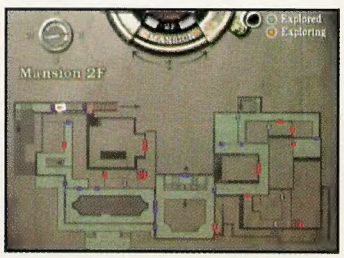
If you're about to be clobbered, and your character is weaponless, press (X) and the action stops while you equip a gun. Jump back into the game and launch that offensive.

Which Way Is Which?

In the "Walkthrough" section, you'll come across references to compass directions. When you check the in-game map or your Inventory screen, you see a compass arrow pointing north.

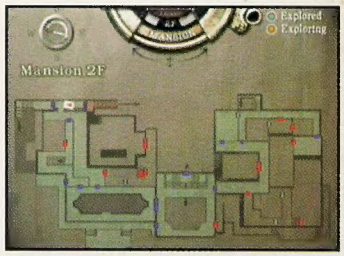


Use the in-game map to get your bearings when the guide gives a compass direction. This arrow, in the upper left corner of the map screens, always points north, and all maps in the guide are correctly orientated to show northern areas at the "top" of the maps.

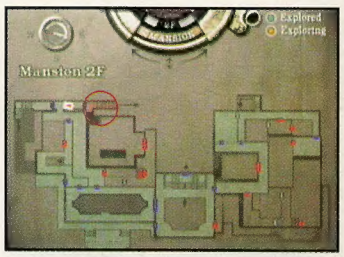


Your map function, accessed by Z, brings up your current location. Your character is shown by a red arrow, and any rooms you have investigated appear. If you locate a map in the game, you can see the entire level, so pick up any map you find.

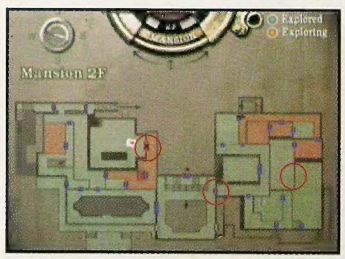
Cartographical Notes



This map shows rooms in salmon pink, marble gray, and see-through parchment. Areas in pink are rooms you have entered but haven't yet collected all the objects and items from. Rooms in gray have been completely ransacked and hold no more items. Rooms that are see-through have not been explored. Check every room to make sure you remove all the necessary items—some ammunition is extremely well hidden.



Maps also contain arrows that show stairs leading either up or down. Move the map up to the second floor of the mansion, for example, to see where the stairwells line up. Other arrows show routes to other map areas.

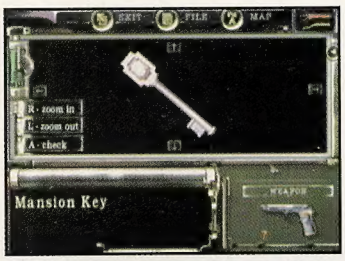


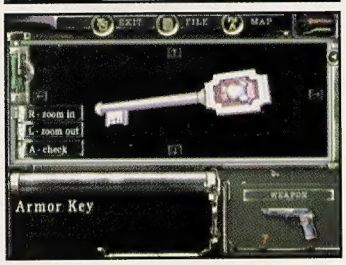
Maps indicate four different types of doors. Gray doors are unlocked doors that you haven't opened—look for these when you become stuck. Blue doors are unlocked doors you have already used and can move freely through. Red doors are locked. Most locked doors remain locked until an appropriate key is used, although some can be unlocked using Lockpicks or Old Keys, or simply by opening them. Finally, red doors with crosses through them indicate sealed doors that cannot be budged—find another way around!

Picking Up Items

Now that you can tell when a room has been looted, look for appropriate objects to take. Major necessary objects, such as maps, twinkle every couple of seconds. Optional items, such as Handgun Magazines, are less easy to locate and shine less brightly.

Examining Items





Closely examine each item you pick up. Select "Examine" from your inventory, zoom in and out with L and R, and turn the object around using both control sticks. Some items change names (giving a better description) if you uncover a specific marking on an object. Some objects can be opened or dismantled by pressing Ⓐ while you examine them.

The Quick Turn

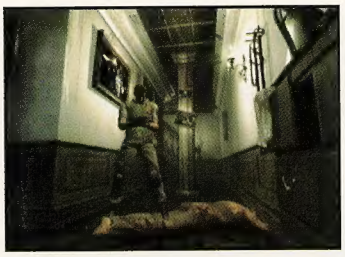
An important addition to running and turning is your character's ability to spin 180 degrees. This allows you to rapidly turn and run instead of slowly backpedaling or running in the usual wide arc. Either use Ⓒ (in any direction) or ↓+Ⓑ.

Using Weapons

The "Weapons Detail" section describes the available weapons, but this part shows how to use them. The controls are the same for each, so you'll get used to them very quickly.

It's easy to equip a weapon. Go to the Inventory screen and press Ⓐ to select the firearm you want. Highlight "Equip" in the submenu and press Ⓐ again.

Running on Empty



Your weapons reload automatically, but this wastes valuable time. Suppose a couple of Zombies are attacking you. You fire until Chris's gun is empty. Press Ⓐ twice more and he drops the spent clip and slaps in a fresh one. By then, however, he may be partially devoured by the undead. Don't let this happen!

When you think your weapon is about to run out, reload manually:

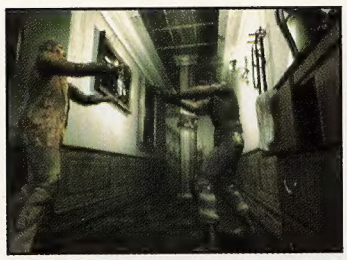
Enter the Inventory screen

Select the weapon you're using and press Ⓐ

Select "Combine" and press Ⓐ

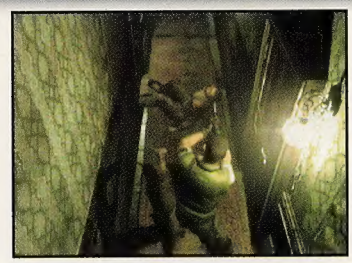
Select the ammo box and press Ⓐ

Carefully Aiming



When your characters are faced with a bloodthirsty undead creature and a brick wall, they know to shoot the Zombie and not the wall.

When you have a weapon equipped and a monster is after you, press R and your character targets the closest monster. Sometimes the closest monster isn't the biggest threat—it may be behind an obstacle and not able to chew on you. Make adjustments by re-aiming with L while holding down R (as detailed below).



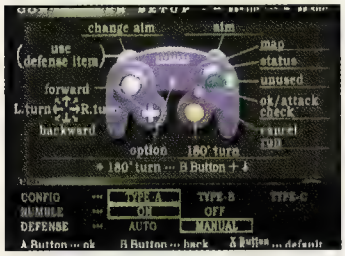
Also, monsters that fly or creep along the ground are your bane, as your character always aims at his or her shoulder level. If a monster is lower or higher, manually adjust your aim up or down by holding ↑ or ↓.

The Target Lock feature lets you target an enemy. While holding R to aim, tap L and your character locks onto the nearest creature. Tap L again to switch to a new target. This is extremely useful in the combat zone—learn it immediately.

Defense Weapons

Valentine and Redfield also possess two Defense Weapons: a Dagger and Battery Pack (for Jill), and a Dagger and Flash Grenade (for Chris). You can carry as many of these as you can find.

Use Defense Weapons mainly against Zombies and Crimson Heads, although they work against Cerberus dogs, Chimeras, and Hunters. However, the enemy must attack with a grapple and bite to the head for the Defense attack to activate.



In your Inventory screen, you can set your Defense Attack to Manual or Automatic. If set to Automatic, when the enemy attacks, your character fights back with whatever Defense Weapon you've selected (default is the Dagger). If set to Manual, you must press L for the Defense Weapon to be employed.

The Dagger Defense Attack lets you thrust the knife into the side of your enemy's skull. The enemy staggers back, allowing you to fire or flee.

With the Battery Pack, Jill electrocutes her enemy. It "dances" for a moment in a shower of sparks before slumping to the ground.

The Flash Grenade attack allows Chris to stuff the explosive in the enemy's mouth. The victim becomes confused, and five to ten seconds later, its head explodes. As you'd expect, this is fatal. You can detonate the Flash Grenade earlier with gunfire, but don't stand close or you'll suffer splash damage.

Regaining Daggers

Battery Packs and Flash Grenades cannot be reused, and neither can Daggers…usually. However, there are two ways to retrieve used Daggers. Bring out your weapon and attempt a headshot. If you succeed in decapitation, the Dagger falls out and can be used again. Chris has another way—he can plunge in the Dagger, then stuff in the Flash Grenade, and after the explosion, he can rummage in the mess and regain his Dagger.

…And Stay Down!

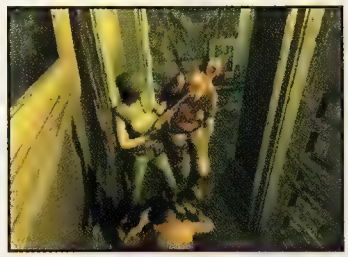
You may be surprised to learn just how tough a walking piece of rotting cadaver actually is. Take heed—two severe neck chomps and it's all over!

Not only are Zombies exceptionally tough, but those that have been improperly disposed of often mutate due to the T-Virus, becoming faster, stronger, redder, and with massive serrated talons! These are the Crimson Heads!

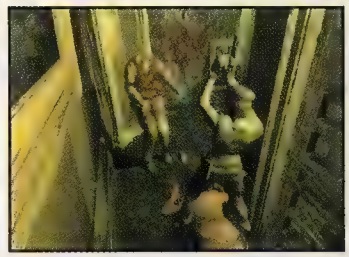
Heads Up

Stop the Zombie menace one of two ways. The first is decapitation. Blowing a Zombie's head off prevents motor functions and creates a spectacular display of fleshy bits. Stand at the enemy with your weapon equipped, then quickly point it up and fire at close range.

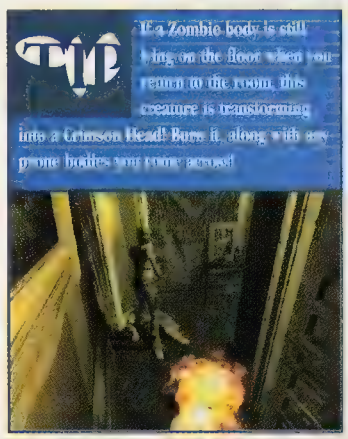
With the Handgun, you explode a head approximately one out of every ten attempts.



With the Shotgun, decapitation occurs one in every three tries.



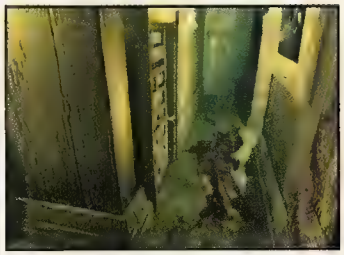
With the Magnum, beheadings happen every time. A similar result occurs with Flash Grenades.


If a Zombie body is still lying on the floor when you return to the room, this creature is transforming into a Crimson Head! Burn it, along with any other bodies you come across!

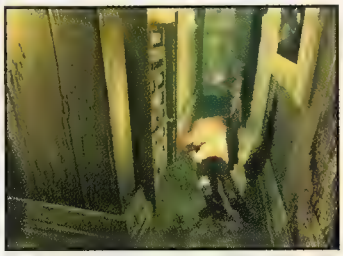
Frying Tonight

The other method (aside from keeping Zombies alive so they can't change into Crimson Heads) is to burn them. First down the Zombie. You can tell a Zombie is "dead" by the pool of blood underneath it.

Enter your inventory and bring out a full Fuel Canteen. Fill this up at Gas Canisters dotted throughout the mansion. Each Canister fills the Canteen three times, for a total of six burning attempts.



Use your Fuel Canteen. You must have a Lighter in your inventory. Your character bends over, pours fuel on the Zombie, and ignites it.



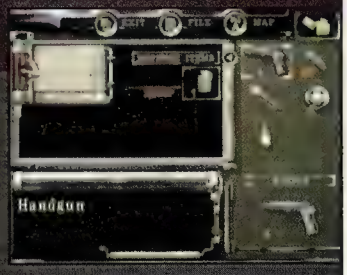
Two seconds later, the Zombie erupts in flame, burning quickly until only charred remains are left. This creature is now fully defeated. Remember to step away when you light up, or you'll take damage!

Procuring the Spray and Herb

You can check your character's health in one of two ways: by checking the health meter in the inventory, or by viewing how wounded the character looks.

Health Meter Readings

Fine—a green readout. The character is at 80 to 100 percent health.



Danger—a red readout. The character is at or below 20 percent health.

Caution—a yellow readout. The character is at 50 to 80 percent health.

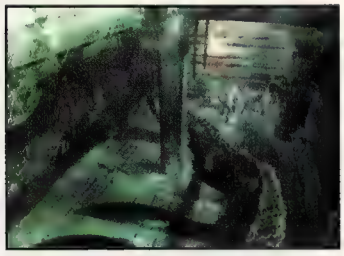
Poisoned—a purple readout.

Caution—an orange readout. The character is at 20 to 50 percent health.

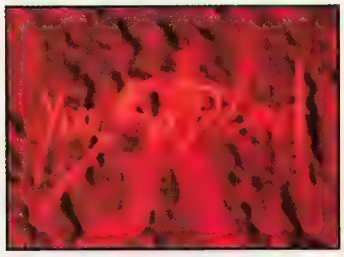
The general rule is to heal your character when he or she enters the orange Caution or red Danger status.

In this example, our character is healthy, walking upright, and at Fine status.

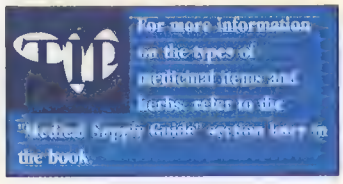
After one or two attacks, the character's posture changes—the clutching of the right shoulder and slight stoop indicate a Caution or Danger status. Check your inventory to see how wounded your character is, and apply medicine.



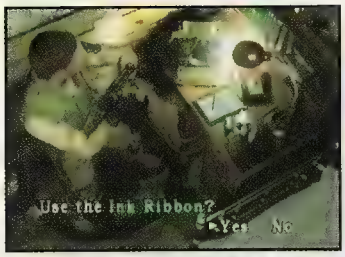
If you're infected with poison from a creature, you immediately stoop and clutch your shoulder, and slowly begin to lose health until you reach the red Danger level. Locate a Blue Herb immediately.

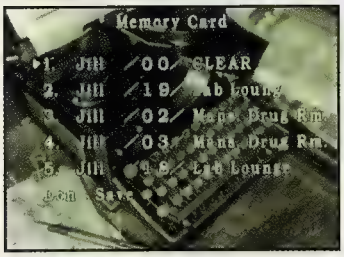


If you forget to heal, or succumb to the damage inflicted by the enemy, you are defeated. You begin your game from the last save point.

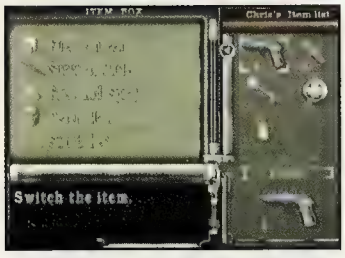

For more information on the types of medicinal items and herbs, refer to the "Medical Supply Guide" section later in the book.

Saving and Storing

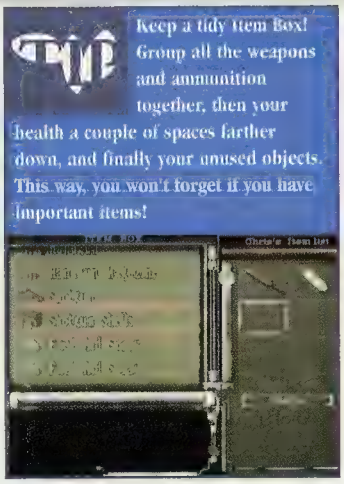




In certain rooms throughout the game, you find old-fashioned Typewriters, and usually, three Ink Ribbons lie next to them. To save your game, walk up to the Typewriter and press Ⓐ. If you have an Ink Ribbon in your inventory, you're asked if you want to save the game. If you don't, you can't save, so keep Ink Ribbons handy.



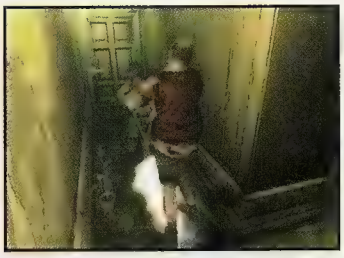
Also present is the Item Box, usually near a Typewriter. These large chests hold as many items as you can find, and they're useful for storing objects you don't need anymore (such as spent weapons), or devices you don't know how to use. When you enter a different room with another Item Box, you can regain any of the items you dropped off before. It's magic.


Keep a tidy Item Box! Group all the weapons and ammunition together, then your health a couple of spaces farther down, and finally your unused objects. This way, you won't forget if you have important items!
Chris's Item list

Veteran Gameplay Tips

Here are six battle-tested strategies to help the beginner master this frantic battle for survival.

Tip 1: Legless Zombies

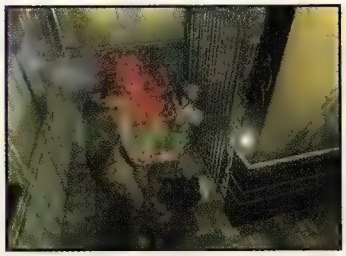


Headshots aren't the only way to down the troublesome undead. Aim down at advancing Zombies, and one time in ten, you shoot off a leg! The Zombie collapses, continuing to crawl after you. Finish it, because if you leave and return, the Zombie is back, with leg intact.

Tip 2: Bend Over at Your Peril

Stooping to pick up an item or herb takes time, which is fine when the area is secure, but slowly bending down when being attacked simply allows the enemy a free attack. Make sure the coast is clear before you grab anything.

Tip 3: Boomstick It to Them



The Shotgun is an excellent all-purpose weapon. To maximize your ammunition, savor every shot. Shoot a Zombie down with a Shotgun blast, then switch to the Handgun to finish it off. You'll have more shells for later in the mission.

Tip 4: Playing Defense

Low on ammunition? Fired seven Magnum Rounds at some Garden Snakes by mistake? Then *let* the enemy attack—it you have a supply of Defense Items. Shove a Flash Grenade in a Zombie's mouth and save your ammo for the later beasts.

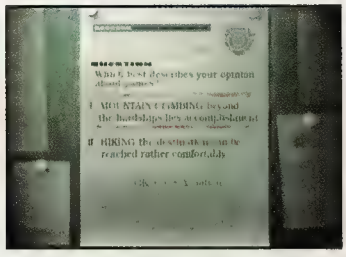
Tip 5: In the Napalm of Your Hand

Jill's Grenade Launcher can be loaded with Incendiary Shells, and these aren't just powerful—they also burn Zombies to a crisp. Save the red Incendiary Shells for the walking dead.

Tip 6: Pause for Thought

You may want to see Jill and Chris's idling animations (try equipping a Handgun then a Shotgun for two different boredom poses), or pause the game and take a break, but be warned—the game timer is still ticking, and this affects the prizes you can unlock for quick game completion. If you aren't playing, save and quit.

Starting



When you start your game, you can choose between Mountain Climb or Hike. The difference is the difficulty—Mountain Climb is Normal mode, and Hike is Easy. Greater rewards are available to climbers and the subtle differences between the modes are detailed in the "Walkthrough" section.

Your final choice is between S.T.A.R.S. members Chris Redfield or Jill Valentine. We recommend that you try Jill first—she has two more inventory slots than Chris (eight compared to six), can use the Grenade Launcher, and receives an Assault Shotgun earlier. Because Chris has a smaller inventory, he must return to Item Boxes more frequently.

Medical Supply Guide

Two of the main tenets of survival is learning what to take to heal yourself from wounds or poisonings and where to find these items. All medical supplies are listed below, with information on how best to use them.

Item: Green Herb
Location: Various
Used: Various

Notes: A leafy fern growing naturally in the Arklay Mountains, it has amazing healing properties and is usually found in a terra-cotta pot. If ingested, it restores 25 percent of total health. If ingested when you are at Danger level, it recovers 40 percent of total health.

Item: Red Herb
Location: Various
Used: Various

Notes: These red leafy ferns have no healing properties unless combined with Green Herbs. They are usually found in a terra-cotta pot. They cannot be ingested unless combined with Green or Blue Herbs.

Item: First Aid Spray
Location: Various
Used: Various

Notes: This canister of healthy spray completely restores health from any level and cures poison.

Item: Blood Serum
Location: Umbrella Base Mansion [1]
Used: Mansion, Jungle, Mansion [2], Caverns, Mansion [3]

Notes: This Umbrella-developed Blood Serum also cures poison. It's used to cure yourself, or another S.T.A.R.S. team member, of snakebite poison.

Item: Blue Herb
Location: Various
Used: Various

Notes: This blue leafy fern is a poison antidote, usually found in a terra-cotta pot. Blue Herbs do not heal (unless mixed with Green Herbs), but they instantly cure poison.

Item: Herb Planter
Location: Various
Used: Various

Notes: This consists of a group of Herbs (either all Green or all Blue) growing in a white container. You are fully healed or cured of poison while at the planter—but you cannot take the Herbs with you. Each planter has enough Herbs for three visits.

Item: First Aid Kit
Location: Various
Used: Various

Notes: This plastic kit contains either First Aid Spray, a packet of Mixed Herbs (usually two or three Green Herbs mixed together), or a single Herb (usually Green).

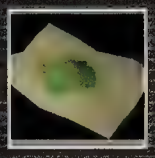
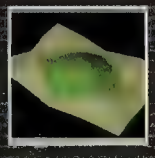
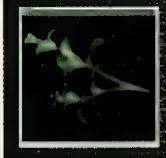
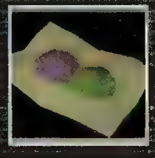
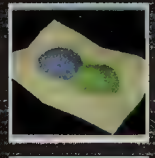
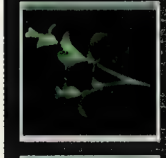
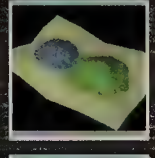
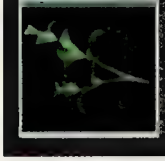
Item: Herb Mixture
Location: Various
Used: Various

Notes: The more potent mixture of two or three Herbs, chopped into a powder, these come in a variety of colored piles, with different properties depending on what Herbs were combined.

Mixing Herbs

All Herbs can be mixed, either with themselves or other Herbs. The results vary, but all mixtures help your character reach the peak of health. A Red and Green Herb Mixture heals you completely, as does a three Green Herb Mixture. A two Green Herb Mixture replaces 60 percent of your health. A Green and Blue Herb Mixture restores 25 percent or 60 percent of health and cures poison. A Red, Green, and Blue Herb Mixture heals you completely and cures poison. The following chart summarizes the available mixing options.

Herb Mixing Chart

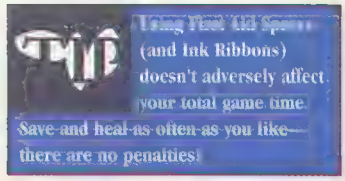
First Herb	Second Herb	Third Herb	Result	Notes
				Restores 60% of total health. When health is at Danger level, this mixture may randomly restore 8% of health.
				Restores 100% of health.
				Restores 100% of health.
				Restores 25% of total health and heals poison. When health is at Danger level, this mixture may randomly restore 40% of health.
				Restores 60% of health and heals poison. When health is at Danger level, this mixture may randomly restore 80% of health.
				Restores 100% of health and heals poison.

NOTE

You cannot mix more than one Blue or Red Herb in a combination, and you cannot add a Red or Blue Herb to two Green Herbs already mixed together.

When to Use Herbs

* Save your Herbs! Unless you're in dire need, hang onto them until you can mix up potent powders. Try not to use single Green Herbs. However, if you're poisoned, use a Blue Herb as soon as possible.
* Take your difficulty level into consideration. On Normal or Hard modes, fewer Herbs and Sprays are available, so be more careful.
* Always take Herbs if you have enough room for them; bring them to an Item Box and mix them before depositing them. You can then make full use of the Herbs and Sprays without having to retrace your steps.
* Heal at an Item Box just before saving. Then, when you return to the game, you can continue your mission with full health.
* Immediately open First Aid Kits. You need to know what they contain so you can keep, use, combine, or store what's inside. Keep all of your health together in the Item Box.



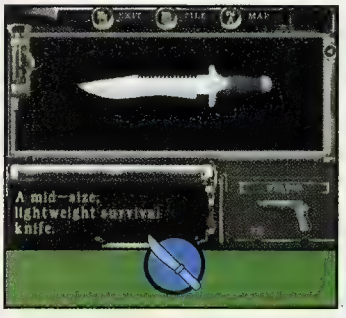
Weapons Detail

Weapons and Ammunition

To survive in the mansion you'll need an array of killing ordnance to stand a fighting chance. This facility contains a number of interesting weapons and ammunition. Below is information on their correct uses and armaments are shown in the order they are received.

Conserving ammo is incredibly important. You want to have the most powerful weapons available when you meet your most powerful foes. You have to weigh conserving ammo against staying healthy, which is a delicate balance the first couple of times you play.

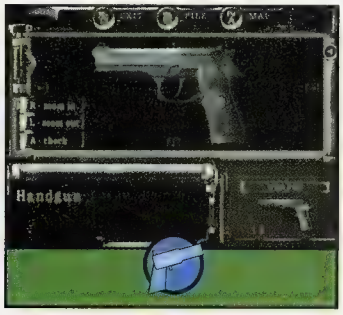
Survival Knife



Location: On person
Other: Black Tiger Lair (Courtyard B1F)
Firing Capacity: One slice a second
Ammunition Used: None
Employed On: Bee, Raven, Garden Snake, Yawn, Zombie, downed enemies

Notes: This is your most basic weapon. It never runs out of ammunition. Slash repeatedly at weaker creatures, causing them to fall, before stooping and continuously stabbing until the enemy is defeated. Swipe down at the knees of a Zombie to make it fall, but be prepared to back up as the Zombie staggers up again. Use the Survival Knife as a last resort, as even sluggish foes shrug off the limited damage it inflicts.

Handgun: S.T.A.R.S. Custom Automatic 9mm Beretta



Location: Jill—On person
Location: Chris—Main Hall (Mansion 1F)
Firing Capacity: 15
Ammunition Used: Handgun Magazine
Employed On: Bee, Cerberus Hounds, Raven, Garden Snake, Tarantula

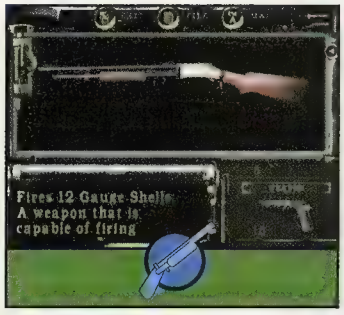
Notes: This gun fires one 9-mm bullet per second. It takes around six to eight shots to down a Zombie, making this weapon weak against most foes. Do not use this on quick-moving enemies or creatures at extremely close range; back up and fire, plugging foes at distance for better results.

Handgun Magazine

Location: Various
Used: Instantly

Notes: A magazine of 15 bullets. Ammunition for Handgun.

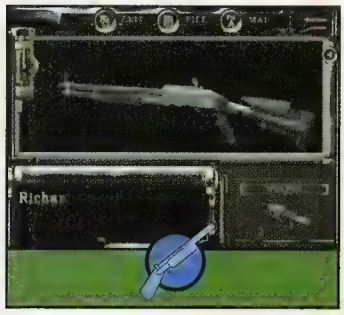
Shotgun



Location: Smoking Room (Mansion 1F)
Firing Capacity: 6
Ammunition Used: Shotgun Shells
Employed On: Cerberus Hound, Chimera, Hunter, Shark, Crimson Head Elder, Plant 42

Notes: The infamous boomstick—the survival horror professional's weapon of choice—can splatter Zombie entrails in a wide arc. It usually takes two or three shots to take a Zombie down, so aim your weapon upward, and fire just as you're about to be attacked to execute a devastating headshot. You need to conserve Shotgun Shells and use them against Hunters—two to three shots down them. Aiming down at Sharks is the easiest way to see them off. Conserve this ammo!

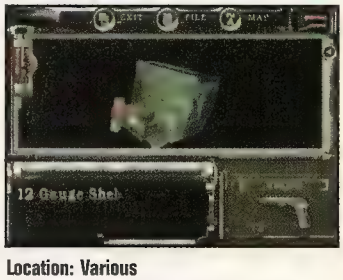
Assault Shotgun



Location: Jill—Attic (Mansion 2F)
Location: Chris—Aqua Ring (Residence B2F)
Firing Capacity: 10
Ammunition Used: Shotgun Shells
Employed On: Cerberus Hound, Chimera, Hunter, Shark, Crimson Head Elder, Plant 42

Notes: The Assault Shotgun, Richard Aiken's personal choice, is simply an enhanced Shotgun. It fires more quickly and holds four more rounds than the Shotgun. If you acquire this weapon, use up the remaining shells in the Shotgun, then switch to the Assault Shotgun.

Shotgun Shells



Location: Various
Used: When Shotgun needs reloading

Notes: 12-gauge Shotgun Shells in a case of six. Reloads both Shotguns.

Grenade Launcher

Location: Jill Only—East Outer Balcony (Mansion 2F)
Firing Capacity: 6
Ammunition Used: Grenade Shells, Acid Shells, Incendiary Shells
Employed On: Cerberus Hound, Chimera, Hunter, Zombie, Crimson Head, Crimson Head Elder, Yawn, Black Tiger, Lisa Trevor

Notes: Most creatures fall after one or two shots from your Grenade Launcher. It's the largest and heaviest weapon in your regular inventory, and it comes armed with six standard grenades, but two other varieties can be loaded. The Grenade Launcher is particularly effective against Zombies (especially when loaded with Incendiary Shells), and it can take out the Crimson Head Elder and Yawn. It also knocks Lisa Trevor off balance and is the preferred weapon to face Black Tiger with. However, shelve it in favor of the Magnum for later.

Grenade Shells

Location: Various
Used: Various

Notes: Six standard Grenade Shells come in a case with a gray lid. These are excellent for clearing nearby creatures, but the limited range means you must be close to effectively strike.

Acid Grenade Shells

Location: Various
Used: Various

Notes: Six Acid Grenades come in a case with a yellow lid. The acid explodes on contact, downing a Zombie with a single shot. Save these for combat with quick-moving creatures in narrow areas. Watch for the trajectory—Acid Grenades are heavier and travel less distance.

Incendiary Shells

Location: Various
Used: Various

Notes: Six Incendiary Grenades come in a case with a red lid. Each shot is packed with napalm, which explodes on contact with the enemy, engulfing the foe in fire and continuing the damage. With these you can burn a Zombie without resorting to a Fuel Canteen and Lighter.

.357 Magnum

Location: Grave Plot (Courtyard 1F)
Firing Capacity: 6
Ammunition Used: Magnum Rounds
Employed On: Chimera, Hunter, Zombie, Crimson Head, Neptune, Lisa Trevor

Notes: This is the game's most powerful conventional weapon. For each enemy (except Bosses), one shot equals an automatic kill. However, limited Magnum bullets can be found, and you need to save bullets for later. If you have ammunition to spare, try mid- to close-range Zombie popping—heads explode with alarming regularity!

Magnum Rounds

Location: Various
Used: To reload the .357 Magnum only

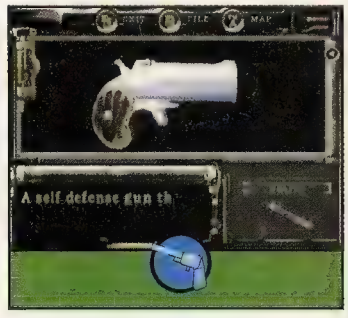
Notes: A chamber of six bullets. Chambers may be combined into one. Does not reload the .44 Magnum or .22 Magnum Derringer.

.44 Magnum

Location: Jill Only—Altar (Altar B2F)
Firing Capacity: 6
Ammunition Used: N/A
Employed On: Chimera, Hunter, Zombie, Crimson Head, Lisa Trevor

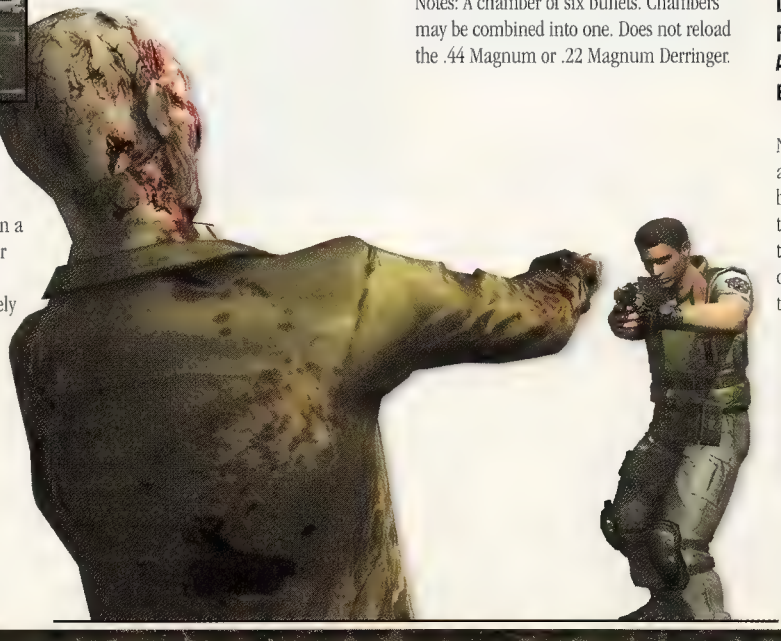
Notes: If you elect to take Barry Burton's .44 Magnum, be sure not to mix it up with your .357. Although the guns appear almost identical, if you read the gun barrel, you'll see that this one takes slightly different ammunition, none of which is available. After you fire these six shots, the gun is useless. Until then, it functions just like a .357 Magnum.

Self-Defense Gun—.22 Magnum Derringer



Location: Room 001 (Residence 1F)
Firing Capacity: 6
Ammunition Used: N/A
Employed On: Hanging Zombie, Neptune

Notes: Yet another Magnum-based weapon is available—a .22 Derringer that fires one bullet and cannot be reloaded. Use it to end the life of a particularly vigorous Zombie, or take out a huge Shark named Neptune with one shot—downing Neptune with a Shotgun takes 12 rounds!



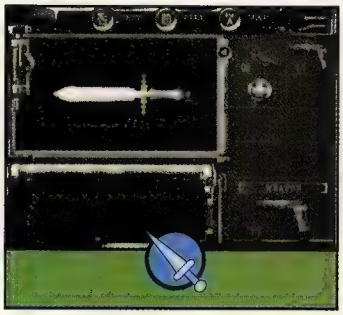
Flamethrower

Location: Chris Only—Boulder Passage 1 (Courtyard BF)
Firing Capacity: 100 percent full fuel—1 percentage point per second
Ammunition Used: N/A
Employed On: Hunter, Tarantula, Small Spider, Black Tiger

Notes: Only Chris can use this, but only while he investigates five rooms deep beneath the mansion Courtyard. It fires a constant stream of fire from a fuel canister, which runs out extremely quickly. Use it to burn the giant Black Tiger spider. Afterward, torch any other Tarantulas and a possible Hunter incursion before you must place it back on the hooks to escape.

Defensive Weaponry

Dagger



Location: Various
Firing Capacity: One stab in the head
Employed On: Chimeras, Hunters, Zombies, Crimson Heads, Crimson Head Elder

Notes: During an enemy mangle, instead of receiving a painful bite (or worse), remove a Dagger from your utility belt and slam it into the side of your adversary's head. The enemy staggers back, allowing you to flee or finish the foe with regular gunfire. Daggers cannot be retrieved after combat, unless you remove the foe's head (either via a headshot or by using a Flash Grenade). Use this Defense Item on Zombies predominantly.

Battery Pack

Location: Jill Only—Various
Firing Capacity: One thrust to the body
Employed On: Chimeras, Hunters, Zombies, Crimson Heads, Crimson Head Elder

Notes: Jill can counter an enemy attack by jamming a Battery Pack into the foe's torso, leaving the creature to stagger back, smoldering. The enemy collapses but usually wakes up; while the enemy is spasming, retaliate with gunfire or leave the combat area. Use this to defeat Crimson Heads, Hunters, and Chimeras.

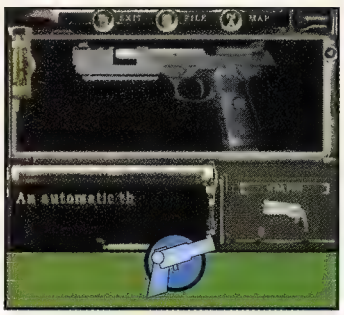
Flash Grenade

Location: Chris Only—Various
Firing Capacity: One shove in the mouth
Employed On: Chimeras, Hunters, Zombies, Crimson Heads

Notes: During a mauling, Chris can remove a Flash Grenade from his belt and shove it into the mouth of his intended victim. This usually stuns the foe, allowing Chris to back up. Five to ten seconds later, the grenade detonates, decapitating the Zombie or Chimera, or fatally injuring the Hunter. Chris can also step back and fire a single Handgun round to explode the grenade sooner. Splash damage makes it useful around multiple enemies, but keep your distance! Use this on tougher enemies, such as Crimson Heads or Hunters. Chimeras also make excellent victims.

Classified Ordnance

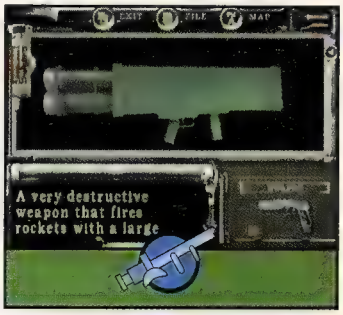
The Samurai Edge M29F Custom



Location: CLASSIFIED INFORMATION
Firing Capacity: Infinite
Ammunition Used: CLASSIFIED INFORMATION
Employed On: CLASSIFIED INFORMATION

Notes: Prior to this mission, Barry Burton was reportedly near closing a deal with the Kendo Gun Shop to customize S.T.A.R.S. regulation 9mm Handguns into quicker-firing versions. It is unknown if Burton succeeded. Further information on this weapon's whereabouts has been deemed "Classified."

Rocket Launcher: Mark I



Location: CLASSIFIED INFORMATION
Firing Capacity: 1
Ammunition Used: CLASSIFIED INFORMATION
Employed On: CLASSIFIED INFORMATION

Notes: Although only a rumor, a state-of-the-art Rocket Launcher is said to deal out terrible vengeance on enemies. Splash damage causes horrendous damage, yet the device is light enough to equip and run with. Further information on its whereabouts has been deemed "Classified."

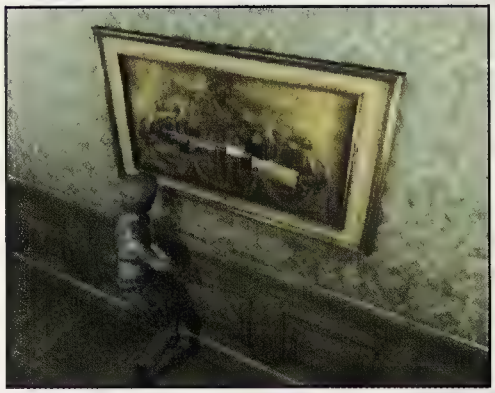
Rocket Launcher: Mark II (Anti-Tank)

Location: CLASSIFIED INFORMATION
Firing Capacity: 1
Ammunition Used: CLASSIFIED INFORMATION
Employed On: CLASSIFIED INFORMATION

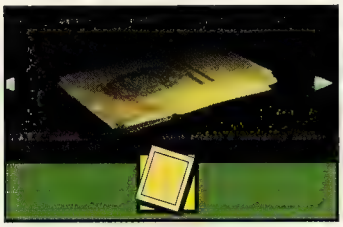
Notes: A massive Anti-Tank Rocket Launcher is reputedly located somewhere in the facilities, but its exact whereabouts are shrouded in mystery. This weapon reloads faster than the Mark I and handles like an assault weapon, with devastating results. Further information on its whereabouts has been deemed "Classified." See the sealed section.

Inventory

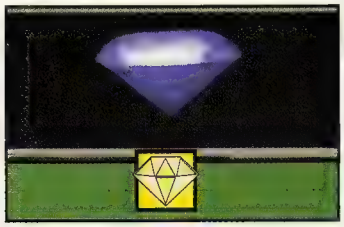
Mission Items and Documents



The following pages contain important data on all the items and written documents found in the Spenser Mansion and Arklay Laboratories. Common items (such as health, Defense Items, and ammunition) already have been discussed. The following are mostly unique and/or single-use items, they are listed as they appear chronologically through the game.



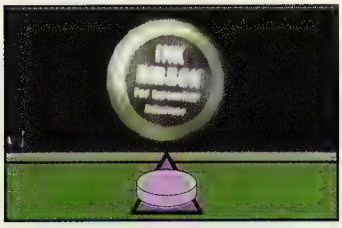
Item: S.T.A.R.S. Manual
Location: On person
Used: Instantly, then filed
Notes: Provides basic game survival tips. An Item appendix and a Defense Items appendix are added when you first pick up an Item or Defense Item.



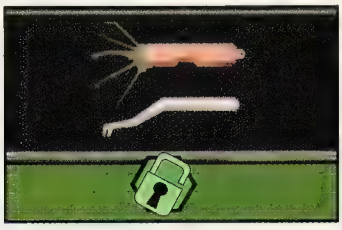
Item: Blue Gemstone
Location: Dining Room (Mansion 1F/2F)
Used: Tiger Statue Alcove (Mansion 1F)
Notes: Sparking blue gem in statue hand on 2F. When statue is pushed and smashed, Blue Gemstone can be taken and placed inside tiger statue eye, to reveal ammunition.

Item: Kenneth's Film
Location: Corridor West (Mansion 1F)
Used: Imaging Room (Laboratory B2F)
Notes: Tape showing the last moments of Kenneth Sullivan's exploration.

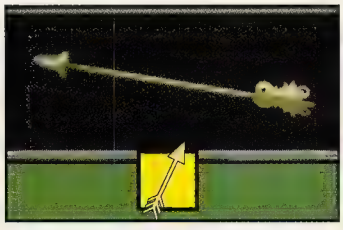
Item: Book of Curses
Location: Crypt of Fire (Mansion B1F)
Used: Instantly, then filed
Notes: Details of a sealing ritual of the entity inside the room's coffin. The Sword Key is attached to the book's back.



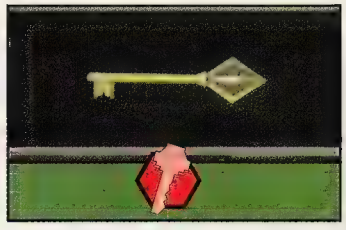
Item: Ink Ribbon (3)
Location: Various
Used: Various (at Typewriters)
Notes: Each Ink Ribbon allows you to save your progress at a Typewriter.



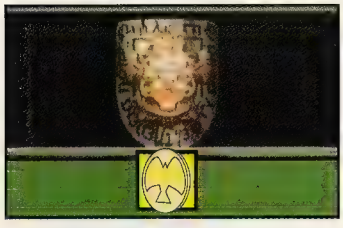
Item: Lockpicks
Location: Main Hall (Mansion 1F, given to Jill by Barry)
Used: Various (Jill only)
Notes: A set of custom Lockpicks; used automatically on doors secured by simple locks. Cannot be removed from inventory.



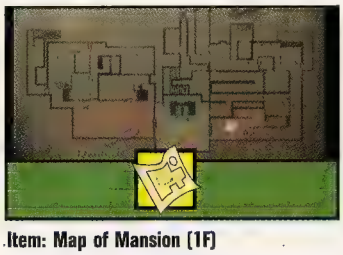
Item: Golden Arrow (becomes Arrowhead)
Location: Mirror Corridor (Mansion 2F)
Used: Graveyard (Mansion 1F)
Notes: An arrow with a golden shaft. The tip breaks off to form the Arrowhead, which slots into a crypt headstone.



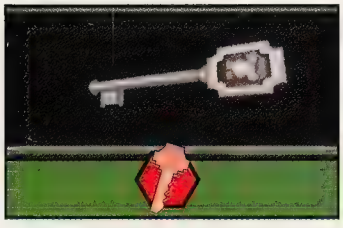
Item: Sword Key
Location: Back of Book of Curses (Mansion B1F)
Used: Various
Notes: A key with a sword carved into the handle. Used to open the door to the Kitchen and the second floor East Stairwell.



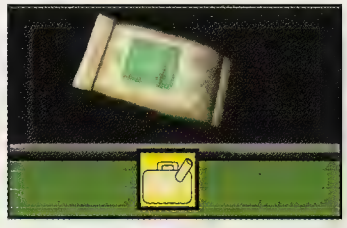
Item: Wooden Emblem
Location: Dining Room (Mansion 1F/2F)
Used: Music Room (Mansion 1F)
Notes: Wooden Emblem of Spenser Family. Swapped with Golden Emblem in Music Room secret compartment.



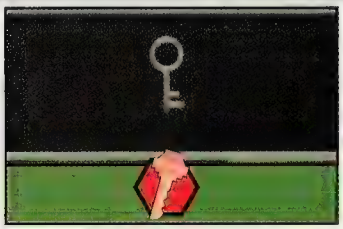
Item: Map of Mansion (1F)
Location: Blue Room (Mansion 1F)
Used: Instantly, then filed
Notes: Complete blueprints of the Spenser Mansion first floor.



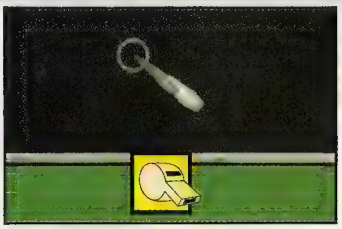
Item: Armor Key
Location: Armor Passageway (Mansion 3F)
Used: Various
Notes: Key with armor carved into the handle. Must be swapped with Imitation of a Key to avoid a charging suit or armor and a crushing spike trap. Unlocks doors to West Wing Corridor, Music Room, Gallery Chamber, Researcher's Entrance, Armor Room, Columned Corridor, East Outer Balcony.



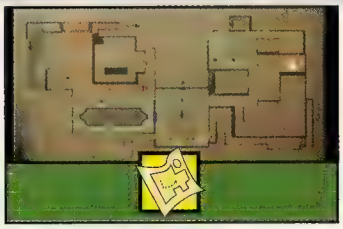
Item: Chemical Herbicide
Location: East Yard (Mansion 1F)
Used: Conservatory (Mansion 1F)
Notes: A strong chemical Herbicide, designed to kill thick roots.



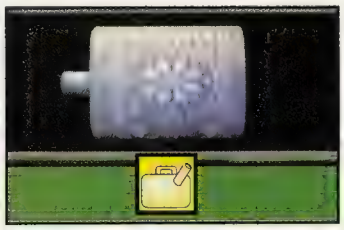
Item: Old Key
Location: Various
Used: Various (Chris only)
Notes: This key unlocks simple locked doors that Jill opens with the Lockpicks.



Item: Dog Whistle
Location: Office (Mansion 2F)
Used: East Outer Balcony (Mansion 2F)
Notes: A whistle inaudible to human ears. Used to summon a Cerberus dog named Toby.



Item: Map of Mansion (2F)
Location: Withdrawing Room (Mansion 2F)
Used: Instantly, then filed
Notes: Complete blueprints of the Spenser Mansion second floor. Recovered when Wooden Mount is placed above lit fire.

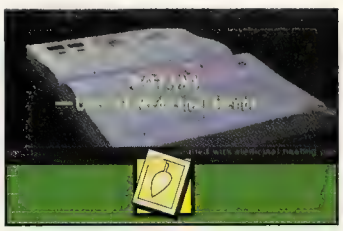


Item: Fuel Canteen
Location: East Storeroom (Mansion 1F)
Used: Various
Notes: A metal flask holding two doses of kerosene (filled from the canisters). Used to set fire to prone Zombies.

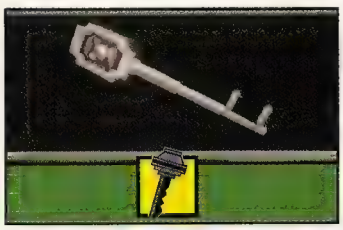
Item: Crumpled Memo
Location: Office (Mansion 2F)
Used: Instantly, then filed
Notes: Notes and a photograph showing the optimum place to stand and summon the Cerberus dog named Toby.

Item: Dog Collar
Location: West Outer Balcony
Used: Armor Passageway (Mansion 3F)
Notes: Collar from remains of Toby. Opens to reveal a "coin" which elongates to form Imitation of a Key.

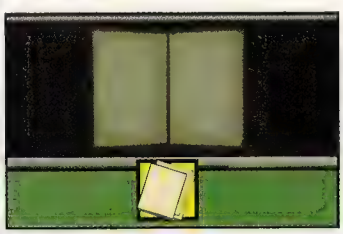
Item: Body Disposal Instructions
Location: East Storeroom (Mansion 1F)
Used: Instantly, then filed
Notes: Information on how to destroy zombified Umbrella employees.



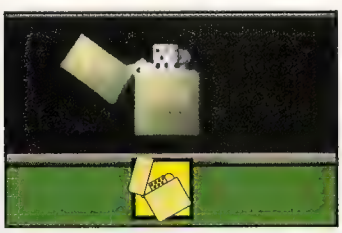
Item: Botany Book
Location: Office (Mansion 2F)
Used: Instantly, then filed
Notes: A book detailing the mixing and ingestion of the area's local Herbs.



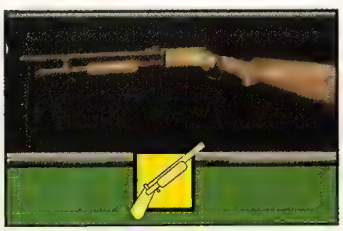
Item: Imitation of a Key
Location: West Outer Balcony (Mansion 2F)
Used: Armor Passageway (Mansion 3F)
Notes: Key facsimile with a two-pronged hook instead of a head. Swap with Armor Key to disarm trap.



Item: Wooden Mount
Location: East U-Shaped Corridor (Mansion 2F)
Used: Withdrawing Room (Mansion 2F)
Notes: A wooden folder with paper on the inside. Used to obtain a Map of Mansion for the second floor.

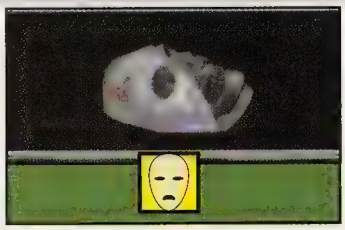


Item: Lighter
Location: Office (Mansion 2F)
Used: Various
Notes: A Lighter to ignite fires, candles, and Zombies (when combined with a Fuel Canteen filled with kerosene). Chris begins with this item, and it cannot be removed from his inventory.

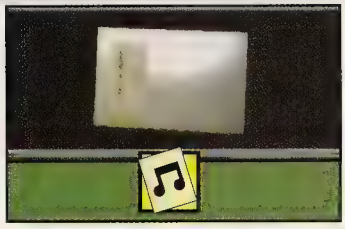


Item: Broken Shotgun
Location: Storeroom (Mansion 1F)
Used: Smoking Room (Mansion 1F)
Notes: Used to replace Shotgun on the hooks in the Smoking Room to prevent the ceiling trap from activating.

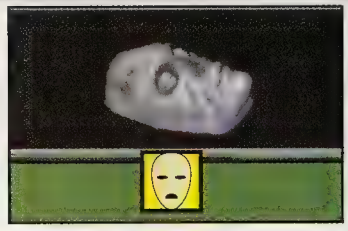
Item: Death Mask 1 (No Eyes)
Location: Conservatory (Mansion 1F)
Used: Crypt of Fire (Mansion B1F)
Notes: Leather and "skin" mask with no eyes, worn by the corpse. Placed on a carved head to awaken the Crimson Head.



Item: Death Mask 2 (No Face)
Location: Armor Room (Mansion 2F)
Used: Crypt of Fire (Mansion B1F)
Notes: Leather and "skin" mask with no face, worn by the corpse. Placed on a carved head to awaken the Crimson Head.



Item: Musical Score (outer pages)
Location: Music Room (Mansion 1F)
Used: Music Room (Mansion 1F)
Notes: Exterior score of *Moonlight Sonata*. Combine with interior Musical Score.

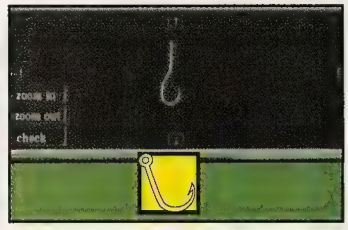


Item: Death Mask 3 (No Nose)
Location: Attic (Mansion 2F)
Used: Crypt of Fire (Mansion B1F)
Notes: Leather and "skin" mask with no nose, worn by the corpse. Placed on a carved head to awaken the Crimson Head.

Item: Keeper's Diary
Location: Keeper's Bedroom (Mansion 1F)
Used: Instantly, then filed
Notes: Diary detailing the descent into Zombie madness experienced by the mansion's dog keeper.

Item: Blood Serum
Location: Medical Storage Room (Mansion 1F)
Used: Various
Notes: Cures poison on yourself or a stricken teammate.

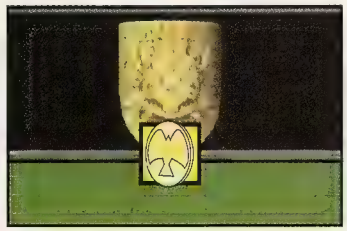
Item: Trevor's Diary (Parts 1, 2, 3)
Location: Various
Used: Instantly, then filed
Notes: Expansive notes on the mansion's history, written by the architect as he and his family became more and more "involved" in the Umbrella experiment.



Item: Fishhook
Location: Researcher's Office (Mansion 2F)
Used: Researcher's Office (Mansion 2F)
Notes: Small golden hook; combine with Lure of a Bee.

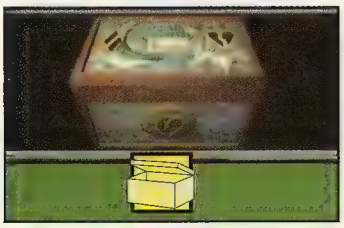
Item: Wesker's/Barry's Note
Location: East Stairwell (Mansion 1F), Stone Storage Shed (Mansion 1F)
Used: Instantly
Notes: Note from teammate informing you of extra ordnance and medical supplies.

Item: Communications Radio
Location: Columned Corridor (Mansion 2F)
Used: Various
Notes: Richard Aiken's radio. Allows teammates to communicate with you.

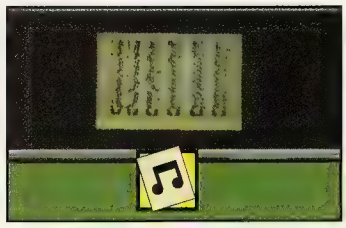


Item: Golden Emblem
Location: Music Room (Mansion 1F)
Used: Dining Room (Mansion 1F)
Notes: Removed from statue and replaced with Wooden Emblem. Placed above the mantle in the Dining Room to activate the clock.

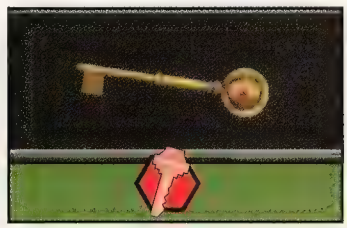
Item: Lure of a Bee
Location: Researcher's Office (Mansion 2F)
Used: Researcher's Office (Mansion 2F)
Notes: Large golden Bee; combine with Fishhook and place in a lure mounting.



Item: Jewelry Box
Location: Various
Used: Instantly, then object filed
Notes: Ornate box sealed with a lock. Release the lid, and obtain the object inside. Sometimes a puzzle or additional item is needed to open it.

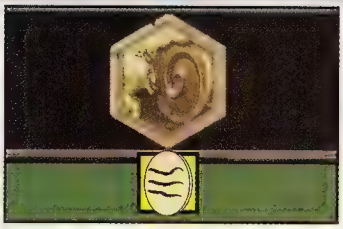


Item: Musical Score (inner pages)
Location: Dining Room (Mansion 2F)
Used: Music Room (Mansion 1F)
Notes: Interior score of *Moonlight Sonata*. Missing cover and end pages. Combine with exterior Musical Score.



Item: Shield Key
Location: Dining Room (Mansion 1F)
Used: Columned Corridor (Mansion 2F)
Notes: A key with a sword carved into the handle. Used to unlock the door to the Attic.

Item: Bee Specimen
Location: Researcher's Office (Mansion 2F)
Used: Researcher's Office (Mansion 2F)
Notes: Large Bee Specimen; place in a specimen mounting to release a switch.



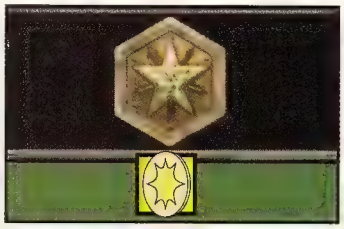
Item: Wind Crest
Location: Researcher's Office (Mansion 2F)
Used: Grave Plot (Courtyard 1F)
Notes: Ornate crest showing the wind blowing. Place in a grave to activate a panel.

Item: Moon Crest
Location: Grave Plot (Courtyard 1F)
Used: Grave Plot (Courtyard 1F)
Notes: Ornate crest showing the moon. Activate underside grooves and place in a grave to activate a panel.

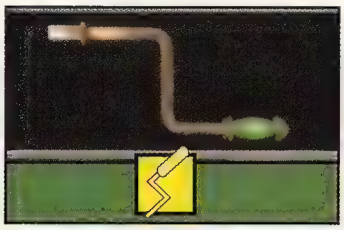
Item: Family Picture and Notes
Location: Various
Used: Instantly, then filed
Notes: Notes on the Trevor family and their deep, dark secrets.

Item: Plant 42 Report
Location: Room 002 (Residence 1F)
Used: Instantly, then filed
Notes: Scientist's notes on a rapidly growing plant.

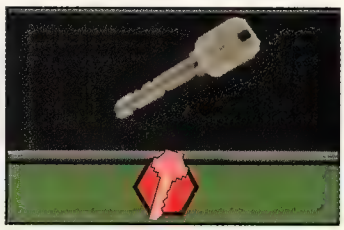
Item: Researcher's Will
Location: Researcher's Office (Mansion 2F)
Used: Instantly, then filed
Notes: Missive from Martin Crackhorn to his wife, letting her know of the mass infection.



Item: Star Crest
Location: Grave Plot (Courtyard 1F)
Used: Grave Plot (Courtyard 1F)
Notes: Ornate crest showing a star. Activate underside grooves and place in a grave to activate a panel.

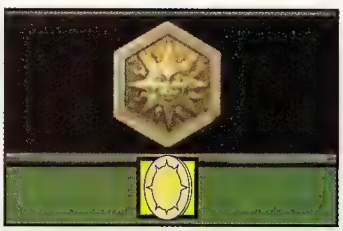


Item: Square Crank
Location: Cabin (Courtyard 1F)
Used: Water Gate (Courtyard 1F)
Notes: Crank with a green handle, used to raise and lower the water level.

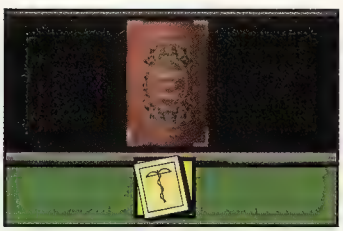


Item: Room 001 Key
Location: Room 002 Bathroom (Residence 1F)
Used: Entrance Chamber (Residence 1F)
Notes: Key to unlock door to Room 001.

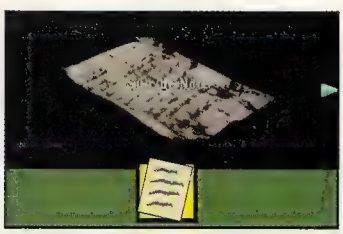
Item: Death Mask 4 (No Mouth)
Location: Gallery Chamber (Mansion 1F)
Used: Crypt of Fire (Mansion B1F)
Notes: Leather and "skin" mask with no mouth, worn by the corpse. Placed on a carved head to awaken the Crimson Head.



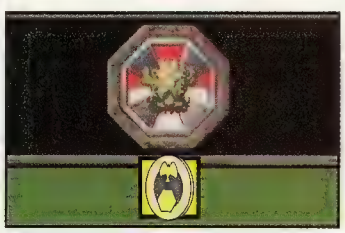
Item: Sun Crest
Location: Grave Plot (Courtyard 1F)
Used: Grave Plot (Courtyard 1F)
Notes: Ornate crest showing the sun. Activate underside grooves and place in a grave to activate a panel.



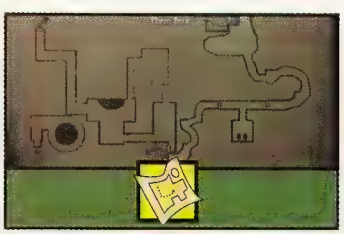
Item: Unprinted Red Book
Location: Recreation Room (Residence 1F)
Used: Room 003 (Residence 1F)
Notes: Blank medical book entitled *Bandage with Blood.* Used to activate a secret door.



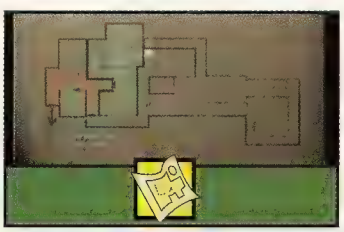
Item: Suicide Note
Location: Room 001 (Residence 1F)
Used: Instantly, then filed
Notes: Umbrella scientist's final thoughts to his wife, Linda.



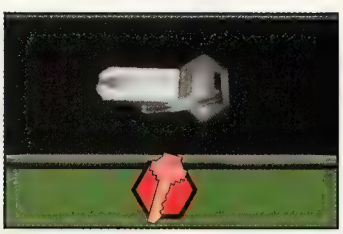
Item: Stone and Metal Object
Location: Crypt of Fire (Mansion B1F)
Used: Back Entrance (Mansion 1F) and Main Hall (Mansion 1F)
Notes: A metal surround with a stone interior showing the Spenser coat of arms and the Umbrella logo. Used to unlock two doors.



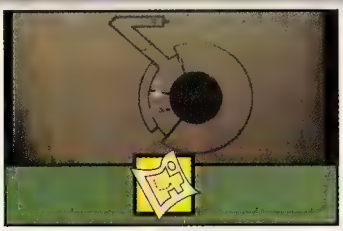
Item: Map of Courtyard (1F)
Location: Cabin (Courtyard 1F)
Used: Instantly, then filed
Notes: Complete blueprints of the Spenser Mansion courtyard.



Item: Map of Residence (1F)
Location: Central Hallway (Residence 1F)
Used: Instantly, then filed
Notes: Complete blueprints of the Spenser Residence first floor.

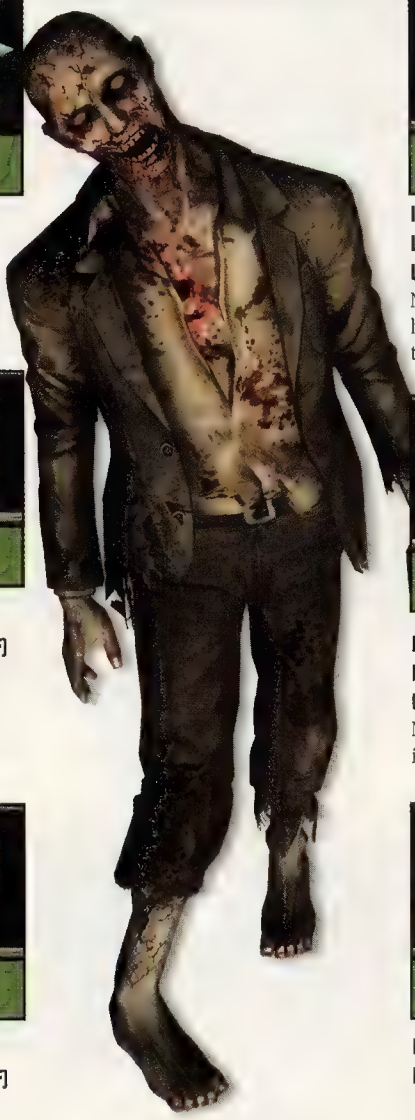


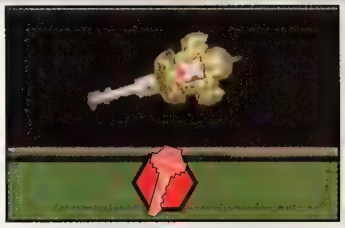
Item: Control Room Key
Location: Room 001 Bathroom (Residence 1F)
Used: Aqua Ring (Residence B1F)
Notes: Key to unlock door to Control Room.



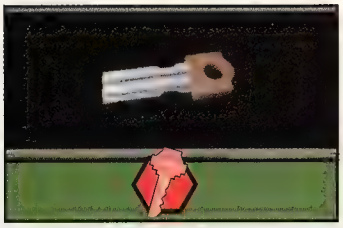
Item: Map of Aqua Ring (B1F/B2F)
Location: Control Room (Residence B2F)
Used: Instantly, then filed
Notes: Complete blueprints of the Umbrella Arklay Laboratory Aqua Ring.

Item: Chemistry Lab Experiment Notes
Location: Room 003 (Residence 1F)
Used: Instantly, then filed
Notes: Scientific notes on the creation of V-Jolt, a chemical used to kill plant roots.

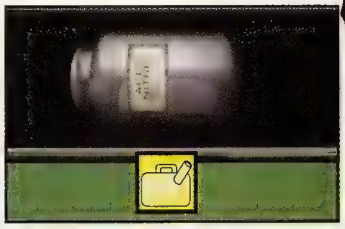




Item: Emblem Key
Location: Mirror Room (Mansion 1F)
Used: Connecting Corridor (Mansion 1F)
Notes: Key with coat of arms carved into the handle. Must be elongated. Opens door to Study.

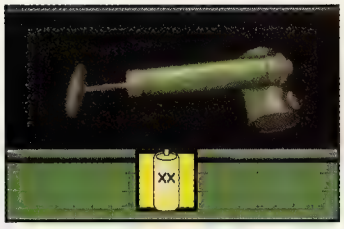


Item: Gallery Key
Location: Aqua Ring (Residence B2F)
Used: Central Hallway (Residence 1F)
Notes: Metal key with red handle. Used to open the door to the Gallery.

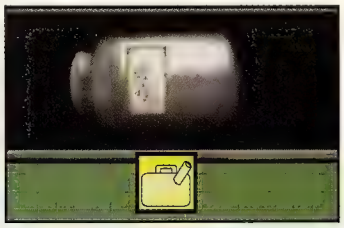


Item: Empty Nitric Acid Container
Location: Chemical Room (Residence 1F)
Used: Chemical Room and Guard Room (Residence 1F)
Notes: Empty chemical containers used to mix V-Jolt.

Item: Last Book Vol. 1
Location: Secret Passage (Mansion 1F)
Used: Instantly
Notes: Red book with hidden compartment inside, holding Medal of Eagle.

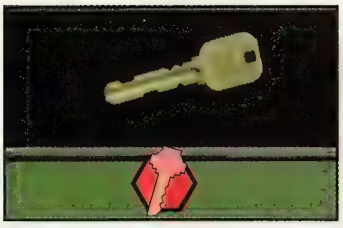


Item: Insecticide Spray
Location: Gallery Room (Residence 1F)
Used: Central Hallway (Residence 1F)
Notes: Lethal chemical used to kill large Bees.

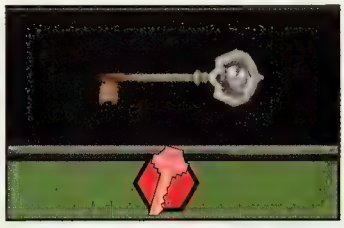


Item: V-Jolt
Location: Chemical Room (Residence 1F)
Used: Guard Room (Residence 1F)
Notes: Completed chemical mixture used to destroy plant roots.

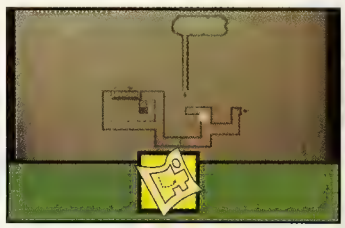
Item: Medal of Eagle
Location: Secret Passage (Mansion 1F, inside Last Book Vol. 1)
Used: Secret Fountain Garden (Courtyard 1F)
Notes: Gold Medal of an Eagle. Drains fountain and provides access to Laboratory, when used with Medal of Wolf.



Item: Room 003 Key
Location: Gallery Room (Residence 1F)
Used: Gallery Room (Residence 1F)
Notes: Key to unlock door to Room 003.

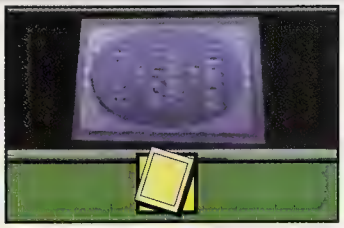


Item: Helmet Key
Location: Great Hall (Residence 1F)
Used: Various
Notes: Key with a helmet carved into the handle. Unlocks mansion doors to Specimen Chamber, Lecture Room, Trophy Room, and Library.

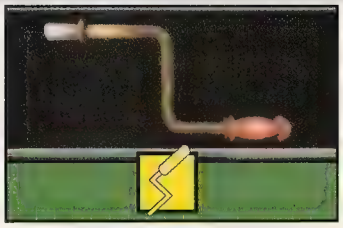


Item: Map of Mansion Basement (B1F)
Location: Basement Passage 1 (Mansion B1F)
Used: Instantly, then filed
Notes: Complete blueprints of the Spenser Mansion first basement floor.

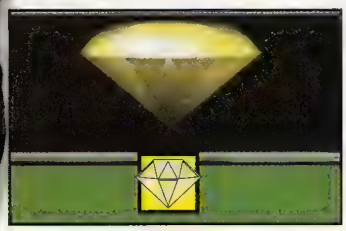
Item: Large Battery
Location: Elevator Passage Storeroom (Mansion 2F)
Used: Fountain Courtyard
Notes: Large battery used to power an elevator.



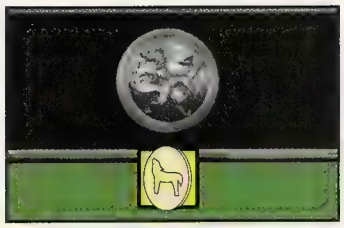
Item: Last Book Vol. 2
Location: Library (Mansion 2F)
Used: Instantly
Notes: Blue book with hidden compartment inside, holding Medal of Wolf.



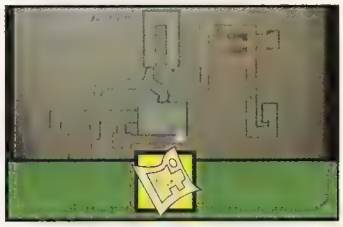
Item: Hexagonal Crank
Location: Dead-End Passage (Courtyard B1F)
Used: Throughout Courtyard B1F
Notes: Crank with brown handle. Used to rotate corridor pieces and move a metal wall casing.



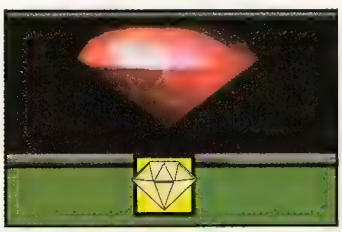
Item: Yellow Gemstone
Location: Trophy Room (Mansion 2F)
Used: Tiger Statue Alcove (Mansion 1F)
Notes: Sparking yellow gem in animal head. Can be taken and placed inside tiger statue eye, for an M.O. Disc.



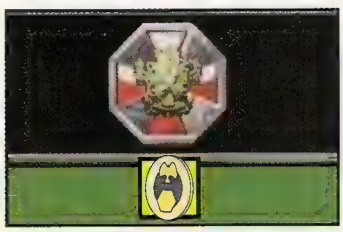
Item: Medal of Wolf
Location: Library (Mansion 2F, inside Last Book Vol. 2)
Used: Fountain Courtyard
Notes: Silver Medal of a Wolf. Drains fountain and provides access to Laboratory, when used with Medal of Eagle.



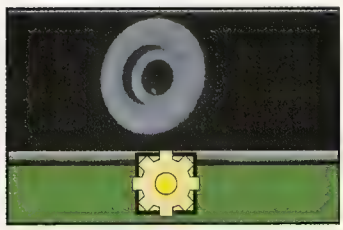
Item: Map of Courtyard
Location: Black Tiger Passage (Courtyard B1F)
Used: Instantly, then filed
Notes: Complete blueprints of the Spenser Mansion basement floor.



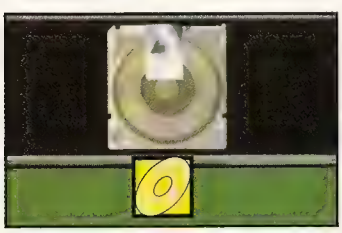
Item: Red Gemstone
Location: Trophy Room (Mansion 2F)
Used: Mirror Room (Mansion 1F, on Jewelry Box)
Notes: Sparking red gem in animal head. Inserted into Jewelry Box found in Mirror Room to eventually yield Emblem Key.



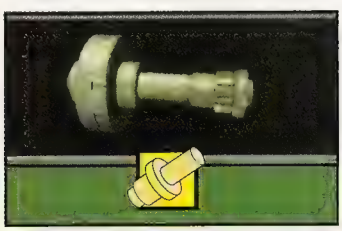
Item: Metal Object (Portion)
Location: Study (Mansion 1F)
Used: Main Hall (Mansion 1F)
Notes: Metal engraving with Spenser coat of arms and Umbrella insignia. Combines with Stone Object to form Stone and Metal Object.



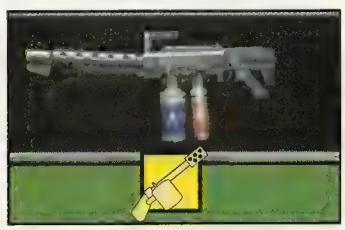
Item: Cylinder Sprocket
Location: Ceremonial Chamber (Courtyard B1F)
Used: Freight Elevator Dock (Courtyard B1F)
Notes: Used to power elevator, when combined with Cylinder Shaft.



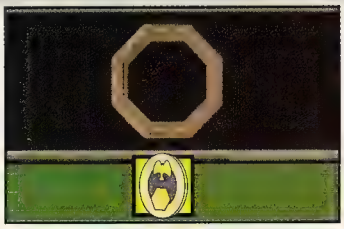
Item: M.O. Discs
Location: Various
Used: Various
Notes: One of three small computer discs used to activate M.O. Disc Readers inside Laboratory to open security door.



Item: Shaft
Location: Freight Elevator Dock (Courtyard B1F)
Used: Freight Elevator Dock (Courtyard B1F)
Notes: Yellow cylinder shaft used to power elevator, when combined with Cylinder Sprocket.

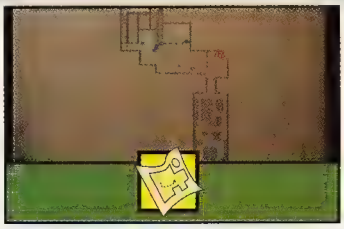


Item: Broken Flamethrower
Location: Underground Freight Elevator Dock (Courtyard B2F)
Used: Circular Passage (Courtyard B2F)
Notes: A Flamethrower with a broken muzzle. Placed on hooks to open a locked door.

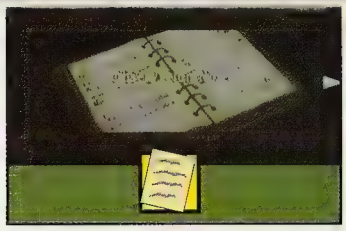


Item: Stone Ring
Location: Lisa Trevor's Room (Courtyard B2F)
Used: Main Hall (Mansion 1F)
Notes: Brown stone surround to be combined with Metal Object, forming Stone and Metal Object. This slots into a gated doorway.

Item: V-ACT Researcher's Note
Location: Communications Room (Laboratory B3F)
Used: Instantly, then filed
Notes: Detailed notes on V-ACTs, hosts for the Tyrant Virus.

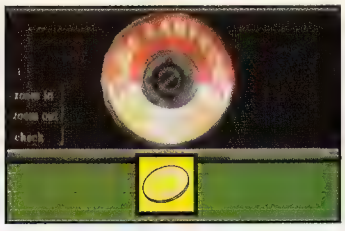


\Item: Map of Laboratory (all floors)
Location: Imaging Room (Laboratory B2F)
Used: Instantly, then filed
Notes: Complete blueprints of Arklay Laboratories (all floors).

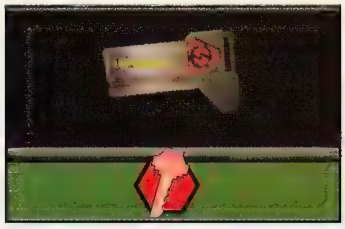


Item: Observation Note
Location: Culture Tank (Laboratory B4F)
Used: Instantly, then filed
Notes: Note written by Umbrella scientist William Birkin. Contents are secret.

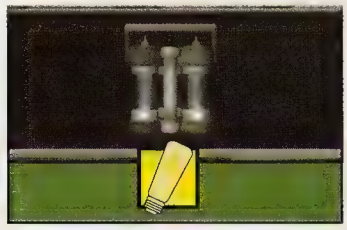
Item: Barry's Family Photo
Location: Altar Room (Altar B2F)
Used: Instantly, then filed
Notes: Photograph of Barry Burton's wife and two daughters, Moira and Polly. Found if Barry falls off altar edge.



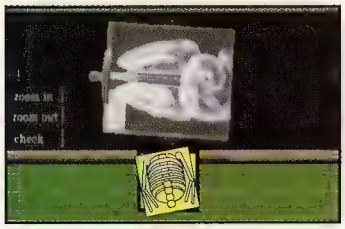
Item: Image Filter
Location: Researcher's Room
Used: Imaging Room (Laboratory B2F)
Notes: Small disc that casts a red light through a projector.



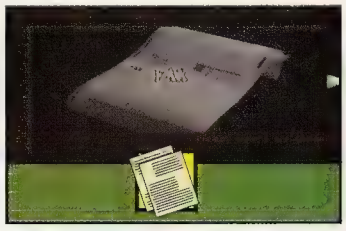
Item: Laboratory Key
Location: Imaging Room (Laboratory B2F)
Used: Central Passageway (B3F)
Notes: Key used to unlock two doors in the Central Passageway, one leading to a Medical Storage Room, the other to T-shaped Corridor.



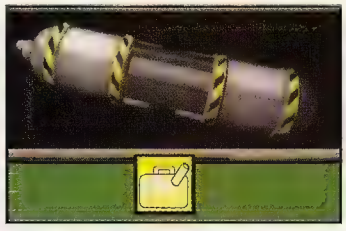
Item: Fuse Unit
Location: Helipad Corridor (Laboratory B1F)
Used: Helipad Corridor (Laboratory B1F)
Notes: Large fuse used to power an elevator.



Item: X-Ray
Location: Dark Room (Laboratory B3F)
Used: Dark Room (Laboratory B3F)
Notes: X-Ray detailing infected body part for an Umbrella worker. Two X-Rays form a clue to a passcode.



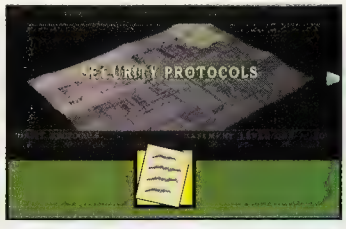
Item: Umbrella Fax
Location: Researcher's Room (Laboratory B3F)
Used: Instantly, then filed
Notes: Urgent fax from Umbrella management, detailing T-Virus outbreak and the effect on Raccoon City.



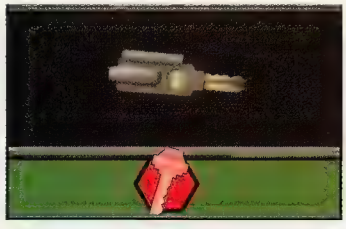
Item: Fuel Supply Capsule
Location: Generator Room A (Laboratory B3F)
Used: Researcher's Room, then Generator Room A (Laboratory B3F)
Notes: Container used to carry highly volatile Nitro, used to power the elevator.

Item: Signal Rockets
Location: Helipad (Courtyard 1F)
Used: Helipad (Courtyard 1F)
Notes: Large metal case that opens, allowing distress rocket to be fired.

Item: Researcher's Letter
Location: Dark Room (Laboratory B3F)
Used: Instantly, then filed
Notes: Letter from a researcher named John to his girlfriend Ada. A clue to a computer password.



Item: Security Protocols Note
Location: Imaging Room (Laboratory B2F)
Used: Instantly, then filed
Notes: Information on escape routes and the Laboratory itself.



Item: Master Key
Location: Culture Tank (Laboratory B4F)
Used: Holding Cell (Laboratory B3F), Laboratory Entrance (Laboratory B1F)
Notes: Key used to unlock two doors, enabling escape. Only available if self-destruct countdown has not occurred.

Main Characters

Here are all the available details about your teammates in Alpha Team, plus those of S.T.A.R.S. Bravo Team, the police special forces unit you are trying to find.

S.T.A.R.S. Alpha Team

Captain Albert Wesker

Position: Squad Leader

Age: 38

Height: 6 ft

Weight: 186 lbs

Blood Type: O

Notes: Captain Wesker has risen quickly through the ranks of the S.T.A.R.S. organization, and he excels in his current role as Alpha Team leader. Those who have seen him perform in combat view him as calm under fire. He was recruited from a previous combat squad, and his cunning combat skills and insight led to the formation of the Raccoon City S.T.A.R.S. unit, which he also commands.

Barry Burton

Position: Weapons Specialist

Age: 38

Height: 6 ft

Weight: 197 lbs

Blood Type: A

Notes: An old friend of Chris Redfield's, and a former S.W.A.T. team member, Burton supplies weaponry to all S.T.A.R.S. squads, sometimes through the military, and other times via the Kendo Gun Shop in Raccoon City. With more than 16 years experience, he has led many operations with an excellent success rate. However, recently he has had marital and family problems, and he sees his two daughters infrequently. Some speculate that his mind isn't entirely on military combat operations.

Jill Valentine

Position: Machine Specialist

Age: 23

Height: 5 ft 5 in

Weight: 111 lbs

Blood Type: B

Notes: Valentine is an intelligent soldier, usually fine under pressure, who has saved many colleagues in past operations. With Chris Redfield, she has been reassigned from an out-of-state S.T.A.R.S. unit, and her exceptional skill in using mechanical devices (from APCs to lockpicks) make her an excellent team member. She has strong moral convictions for which she fights. She also has a propensity for storing items, and she tires sooner than Redfield.

Chris Redfield

Position: Marksman

Age: 25

Height: 5 ft 11 in

Weight: 177 lbs

Blood Type: O

Notes: After becoming disillusioned with the military and being unceremoniously discharged from the Air Force, Redfield drifted from town to town, until he met Barry Burton by chance. Discovering Redfield's keen aim and previous expertise, Burton hired Redfield into S.T.A.R.S. Recently, Redfield was assigned to the smaller Raccoon City unit to prove his worth under the watchful eye of Captain Wesker. Redfield is tough, with strong mental and physical attributes.

Joseph Frost

Position: Vehicle Specialist

Age: 27

Height: 5 ft 10 in

Weight: 159 lbs

Blood Type: B

Notes: A former member of the S.T.A.R.S. Bravo Team and stationed at Raccoon City before the recent unfortunate happenings, Frost was promoted to vehicle specialist for Alpha Team. This swift promotion didn't sit well with many in Bravo Team, but Captain Wesker himself was responsible. Frost is immature for his age, but enthusiastic and very curious. Bravo Team members joke that his curiosity could be his downfall.

Brad Vickers

Position: Pilot

Age: 35

Height: 5 ft 9 in

Weight: 134 lbs

Blood Type: O

Notes: Vickers is a computer expert who excels in hacking, computer information, and network setups. His fear of dying causes friction among his fellow soldiers, and his propensity for "securing the rear" in combat situations has earned him the nickname "Chickenheart." Although Redfield is qualified to fly helicopters, Captain Wesker insisted that Vickers be Alpha Team's pilot.

S.T.A.R.S. Bravo Team

Enrico Marini

Position: Squad Leader

Age: 41

Height: 6 ft 3 in

Weight: 183 lbs

Blood Type: O

Notes: The leader of Bravo Team, and deputy commander for the Raccoon City S.T.A.R.S. unit (under command of Captain Wesker), Marini is threatened by the arrival of Alpha Team. Marini fears he may be replaced by Barry Burton or Chris Redfield because of their considerable expertise. Nevertheless, Marini is a professional and dedicated S.T.A.R.S. soldier, and he's proud to lead his unit whenever Wesker allows it.

Richard Aiken

Position: Communications Specialist

Age: 23

Height: 5 ft 8 in

Weight: 138 lbs

Blood Type: AB

Notes: One of the most vital members of the Raccoon City S.T.A.R.S. unit, Aiken is Bravo Team's communications expert. The only link to central command is a mobile comm unit in the field of operations, so Aiken has been radioman for both Alpha and Bravo Teams while Jill Valentine trains as Alpha Team's operator. Positive, optimistic, and ready for action, Aiken greets new recruits and reinforcements warmly.

Rebecca Chambers

Position: Medic

Age: 18

Height: 5 ft 3 in

Weight: 93 lbs

Blood Type: AB

Notes: The youngest member of the Raccoon City S.T.A.R.S. unit, Chambers was recruited for her extensive knowledge of medicine and first aid. Her youth and lack of experience in combat make her nervous around her teammates, but Chambers is eager to help, and she tackles her assignments without hesitation.

Forest Speyer

Position: Vehicle Specialist

Age: 29

Height: 6 ft

Weight: 157 lbs

Blood Type: A

Notes: Besides being an excellent mechanic in charge of the S.T.A.R.S. unit's vehicles, Speyer is an excellent sniper. He's a consummate professional, and his exceptional work ethic and results gain him respect and admiration. Recently, he has been learning to use projectile ordnance. When Redfield arrives, the two become fast friends, and it looks as if they may end up as partners in the future.

Kenneth Sullivan

Position: Field Scout

Age: 45

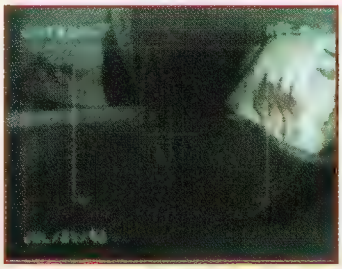
Height: 6 ft 2 in

Weight: 213 lbs

Blood Type: O

Notes: Quiet and introverted, Sullivan is a talented weapons officer and an expert in chemistry. He initially wonders whether his chemistry talents will be required, but this doubt is put to rest when he learns that Captain Wesker personally sought him to aid the S.T.A.R.S. team.

Kevin



Position: Pilot

Age: Unknown

Height: Unknown

Weight: Unknown

Blood Type: Unknown

Notes: Kevin is a last-minute replacement for Bravo Team's deceased pilot, Edward Dewey. Edward's body, which suffered massive head trauma and numerous lacerations to face and body, was found and identified by Joseph Frost on July 24, 1998. His body was still in the pilot seat of a crashed Bravo Team helicopter deep in Raccoon Forest.

Main Enemies

The Spenser Mansion and Arklay Laboratory under it are home to dozens of recently released experiments in the field of B.O.W. (Bio-Organic Weaponry). Workers, researchers, test subjects, and genetic experiments have been dosed with the T-Virus, and have reverted to a simpler purpose—to hunt down fresh meat and hope for a quick death as the T-Virus mutates. We detail each critter's attacks, as well as strategies for defeating them.

NOTE

Skip this section if you haven't played the game yet and don't wish to know the strengths and weaknesses of the foes you will face.

Bee, Giant

Description: A fist-sized Bee with a vicious temper and an unpleasant sting. Disgusting liquid oozes from them if you step on them.
Strengths: Difficult to hit, airborne.
Weaknesses: Lightly damaging, low constitution.
Attack: A swift sting when the target slows or halts.
Notes: Giant Bees are said to exist inside one of the inner rooms of the Arklay Residence, and they have already slain a number of Umbrella scientists. They have grown large and vicious thanks to airborne T-Viral strains. Bees attack in swarms, following you until you slow or stop; then they sting. Avoid stings by running quickly. Avoid combat to conserve ammo.

Cerberus (Zombie Dog)

Description: A resurrected Doberman Pinscher with exposed bone and sinew.
Strengths: Continuous harassment, quick.
Weaknesses: Weak, easy to avoid.
Attack 1: A jumping bite that knocks the victim back, stunning him or her momentarily.
Attack 2: Jaws clamp onto the victim's arm, and the dog wrestles until it is wrenched off.
Attack 3: Dog leaps upon the victim and ravages the torso until the victim throws it off or uses a Defense Item against it.
Notes: Launching an ambush, or hunting in packs of two or three, Cerberus circles you, attacking from behind while another leaps at you from the front. While Cerberi are quick, a couple of well-aimed Shotgun shells see them off. Use the Handgun with a long line of sight to tag a Cerberus before it reaches you. Finally, running away also works—a zigzag run is best.

Chimera

Description: A horrific mishmash of decomposing human, arachnid, and insect. A skeletal torso and head sit on an eight-legged abdomen with pathetic bee wings and giant pincer-like arms.
Strengths: Amazingly fast, able to move on ceiling and floor, quick lashing attacks, fearsome to view.
Weaknesses: Easy to avoid, simple to kill.
Attack 1: Hanging from the ceiling, the Chimera grabs a victim, who is then raised off the ground and choked until he or she falls, is choked, or produces a Defense Weapon.
Attack 2: The Chimera raises a powerful arm over its head and slams it down on the victim.
Attack 3: A crouching Chimera lashes with its mandible, attacking its victim's ankles.
Notes: Horrific experiments creating skinless mutations have left a number of these test subjects a mangled array of body parts. Chimeras descend from ventilation ducts; run past them to the nearest door.

Feeler

Description: A pulsating tendril writhes out of the ground, either in a mass or a single tentacle.
Strengths: Element of surprise, blocks progress.
Weaknesses: Weak, limited range.
Attack: A single whipping thrash that knocks the victim back, or a strangulation attack that temporarily immobilizes and harms the victim.
Notes: These tendrils are the results of Umbrella experiments on natural flora and fauna, and they cannot be killed by normal weaponry. If you find a Feeler writhing from a floorboard, avoid it by climbing to higher ground, and attack its water supply.

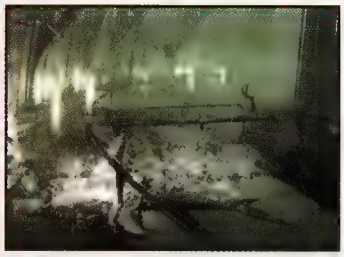
Hunter

Description: A well-muscled man-sized beast armed with two huge claws—it snarls and emits a guttural "clicking" sound.
Strengths: Fast, nimble, and relentless; damage is severe.
Weaknesses: Sometimes slow to respond, susceptible to Shotgun or Magnum fire.
Attack 1: A clawing swipe knocks the victim back and causes a reasonable amount of damage.
Attack 2: A leaping claw swipe that's hugely damaging and very difficult to dodge.
Attack 3: A face full of slashes until the victim dies, kicks the Hunter off, or produces a Defense Weapon.
Notes: Created by Umbrella as a killing machine, these creatures are deadly and fast. They attack without mercy and are very difficult to react to. Usually, running to a door is the best way out of Hunter combat, though Shotgun blasts stun them, allowing you to finish them. Their leaping claw is powerful; shoot Hunters in the air to avoid a terrible mauling. Hunters are stronger in wider areas where they can turn and ambush you—coax them into narrow spaces.

Raven

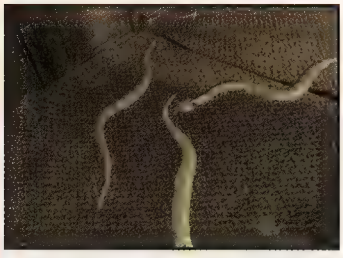
Description: Large dark birds perched groups of six or eight, usually sitting on a ceiling rail or a graveyard. Sometimes a portent of a more dangerous creature, they do not attack unless provoked. They attack as a unit, one after another.
Strengths: Difficult to hit, airborne; vicious pecking attack.
Weaknesses: Lightly damaging, low constitution.
Attack: A peck to the top of the head that causes light damage.
Notes: These beady-eyed but harmless creatures attack only when you encroach an area, fail to complete a puzzle, or attack them. Ignore Ravens.

Shark



Description: Deep underground, a recent T-Virus spill inside an experimental Shark tank released two vicious predators from their Aqua Ring. These are large Great White Sharks, with rows of sharp teeth.
Strengths: Strong attack, impossible to pursue.
Weaknesses: Susceptible to water drainage and Shotgun fire.
Attack 1: A charging bite attack knocks the victim forward slightly causing damage.
Attack 2: A charge and bite to the victim's foot renders him or her immobile until the victim wrestles free.
Notes: Only two Sharks inhabit the Aqua Ring, and both are more of an annoyance than a threat. The best course of action is to run around them, shrug off their attack, then heal when you reach a safe position. If you stand and fire, you may become the main course of the huge Shark known as Neptune. Fire as the Shark is about to strike, and it retreats. Hit it again.

Snake, Garden



Description: A medium-sized snake, usually dwelling in trees or water, that falls and lies hidden in undergrowth.
Strengths: Difficult to spot, numerous, poisonous.
Weaknesses: Little damage in their attack, little threat.
Attack: A lashing bite, with a 50 percent chance of poison.
Notes: Infesting parts of the Courtyard and shallow flooded tunnels, these Garden Snakes are vicious, but they do little harm, aside from poisoning their victims. Run past these Snakes If one bites you, locate a Blue Herb at once.

Spider, Small

Description: Dozens of tiny spiders emerge from the burst egg sac of their mother, the Black Tiger.
Strengths: Numerous, annoying, poisonous.
Weaknesses: Little damage in their attack, little threat.
Attack: A tiny bite from those on the ground.
Notes: These Small Spiders scurry about the floor. They ignore you, only biting if you step on them. Their bite is poisonous. There's no way to avoid their bites, and attacking with weapons is time-consuming, so run over them quickly.

Tarantula

Description: This huge furry spider with eight spindly legs is doggedly determined to poison and smother you.
Strengths: Strong, poisonous, can attack from floor or ceiling.
Weaknesses: Susceptible to grenades or Handgun fire, easy to dodge.
Attack 1: Rising onto its back feet, it sprays a poisonous venom.
Attack 2: Grabbing the victim with its feet, it smothers him or her and delivers a damaging hug.
Attack 3: A swift nudge from its front legs knocks the victim backward.
Notes: Although these beasts look imposing, they are weak, taken down easily with the Handgun. Run past them. Their bite and spray are poisonous, and these arachnids always attack in groups of two or three—if you find one, another one (or two) is always close by.

Zombie

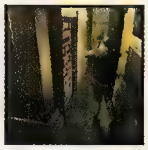
Description: Zombies are rotting humans, brimming with the T-Virus. They wander aimlessly until fresh flesh is spotted.
Strengths: Relentless, mutates if improperly disposed of.
Weaknesses: Slow and shambling, easy to kill.
Attack 1: The Zombie grabs the victim, clamps its rotting jaw down on the victim's neck, and bites.
Attack 2: Some Zombies projectile vomit acidic bile when they are close, but cannot grab the victim—these are usually on stairs.
Attack 3: If pushed to the ground, some Zombies lie still, only to grab the feet of the victim and bite down hard. When defending against this, you automatically execute a head stomp.
Notes: The distinct varieties of Zombie all mindlessly shuffle toward you when they spot you. Knife swipes are ineffective, so avoid Zombies. Enclosed corridors present a problem, so wait for the Zombie to turn around. To ensure that your Zombie won't mutate into a fearsome Crimson Head, decapitate it with a close-range Shotgun blast to the cranium. This bursts the head open about 50 percent of the time. Use the Magnum if you have enough ammunition. This is successful 80 percent of the time, depending on range. Set Zombies on fire to prevent mutation, using the Lighter and Fuel Canteen filled with Kerosene from the Canisters, as shown in the "Training" section.

Know Your Undead

Worker Zombie

Worker Zombie II

Worker Zombie III


Bald Zombie

Rotund Zombie

Researcher Zombie

Researcher Zombie II

Naked Zombie

Zombie-Crimson Head

Description: A hunched human, now mutated and crimson, with sharp talons and a mist of green vapor emanating from its head. They quickly run at fresh flesh.
Strengths: Relentless, quick, fearsome, with strong talon attacks.
Weaknesses: Easy to kill.
Attack 1: The Zombie grabs the victim, clamps its jaw down on the victim's neck, and bites.
Attack 2: A highly damaging charging talon slash.
Attack 3: A reasonably damaging stationary talon slash.
Notes: Improperly disposed-of Zombies turn crimson as the T-Virus mutates inside their dormant bodies. They awaken, filled with inhuman rage, and spitting out clouds of green mist as they shamble toward their victims. Their hands have grown infected talons, and swipes from these cause major wounding. Retaliate by running past or ignoring them, or fire your Handgun or Grenade Launcher at them. A Shotgun is the best weapon—blast from close range.

Bosses

During your desperate search for your S.T.A.R.S. colleagues, you encounter seven beasts of unspeakable grotesqueness and fearful magnitude. Attack these seven creatures with horror and respect. Comprehensive strategy for defeating each of these bosses is included in the Walkthrough chapter.

Crimson Head Elder

A blood-red Zombie mutation, so alarming to Umbrella scientists that it was imprisoned in a fiery crypt underneath the mansion grounds. Enhanced speed and claw savaging, even worse than its Crimson Head brethren, make this Elder a talon-wielding atrocity!

Plant 42

When bio-engineered plant matter broke free of confines and found a water supply tainted with T-Virus, horrific results followed. Hidden somewhere in the separate Residence is a Great Hall, where a poisonous plant with writhing suckers, tendrils, and a pulsating stamen feeds off viral and human prey!

Yawn

This gigantic cobra inhabits the Attic and Library. Able to devour human-sized prey in one swallow, it toys with its victims first, poisoning them with quick bites before finishing.

Black Tiger

Deep beneath the Spenser Mansion in a series of old mine workings, a family of Tarantulas has escaped from the Arklay Laboratories and set up residence in these catacombs. The largest of this pack is Black Tiger; a striped Tarantula with a spray, bite, and charging attack.

Neptune

The Aqua Ring tank, with T-Virus clouding the water, was recently declared off-limits to Umbrella scientists after the Shark specimens broke out of their containment vessel. Now the largest of three Sharks, a massive Great White named Neptune, lurks beneath the surface, indestructible to common weaponry and ready to bite slow-moving victims.

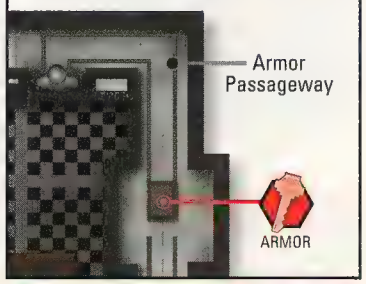
Lisa Trevor

When the Spenser Mansion architect, George Trevor, heard that his daughter and wife were missing, he panicked—before he was walled up alive by Ozwell Spenser, one of Umbrella's founders. Now, the whereabouts of Lisa Trevor, who's been missing for more than 20 years, are finally known. That is, if this abomination laced with the fearsome G-Virus is actually her.

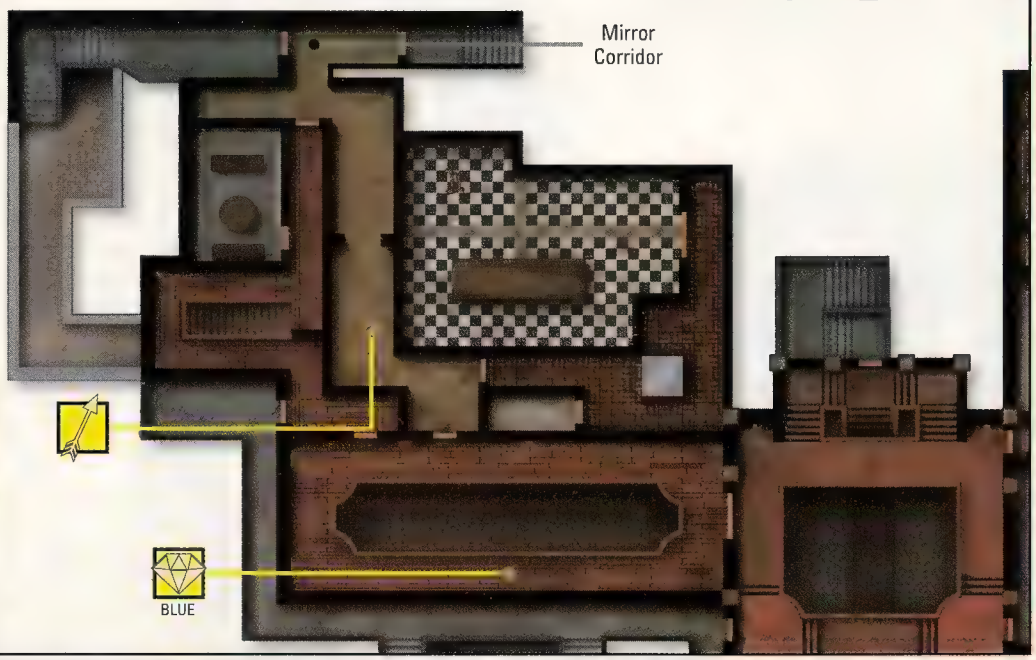
Spilt Blood

Mansion 1F

Mansion 3F



Mansion 2F



Jill's Initial Inventory

Jill commences in good health. She carries a Handgun with a full clip of 15 bullets in the chamber and a Survival Knife.

In your inventory, select your "File," and retrieve the S.T.A.R.S. manual. You'll learn about controlling Jill, and about the emergency Defense Items scattered around this place.

Chris's Initial Inventory

Chris starts this mission in good health. He carries—and is currently armed with—his Survival Knife. He also has the S.T.A.R.S. manual. In addition, Chris carries a gold Lighter.

Captain Albert Wesker, Barry Burton, and Jill Valentine scramble into an imposing mansion hall. Chris has disappeared! It's too dangerous to retreat to the drop point, so the mansion must be secured. Suddenly, a gunshot rings out! Wesker sends you to investigate. Barry accompanies you (he and Chris go back a long way) while Wesker secures the hall. Stay sharp!

Captain Albert Wesker, Jill Valentine, and Chris Redfield dive into an imposing mansion hall. Barry has disappeared! It's too dangerous to retreat to the drop point, so the mansion must be secured. Suddenly, a gunshot rings out! Wesker sends you to investigate, while he and Jill secure the hall. Stay alert!

Barry forces open the double doors to the west, and bursts into an empty Dining Room. Candles are still lit on the large table. We're going in!

Go south of the table to a typewriter on a cabinet. Opposite that, on the large table, are three Ink Ribbons. Take these.

S.T.A.R.S. Alignment

Now either follow Barry into the room, or head back to the Main Hall.

Barry: If you try to enter the Main Hall again, Barry looks up from inspecting something, and asks if you're getting cold feet. The door to the Main Hall is now locked.

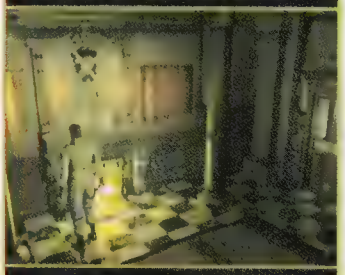
Main Hall: If you retrace your steps, you meet Wesker, who informs you that he's counting on you to locate the source of that gunfire!

A Bloody Find: Walk to the west end of the Dining Room, and you'll discover Barry hunched over a pool of recently spilled blood. He asks you to locate other clues.

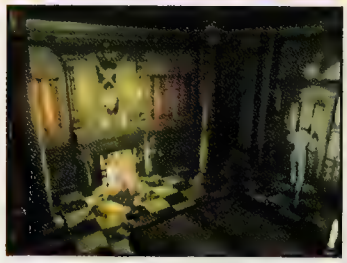
S.T.A.R.S. Alignment

Now either investigate this room or head back to the Main Hall.

Main Hall: If you retrace your steps, you meet Wesker, who informs you that he's counting on you to locate the source of that gunfire!

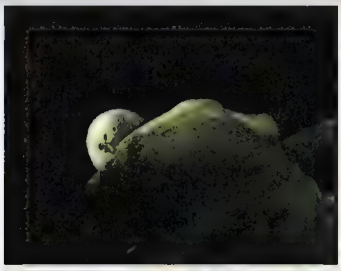


Dining Room: If you go to the Dining Room and head to the west, you discover a pool of congealing blood.



Above the fireplace is an indentation housing a Wooden Emblem. It can be dislodged and picked up. However, you don't need this item until later. Take it and store it, or place it back to save space in your inventory. Now take the northwest exit door.

You emerge in a long first-floor corridor heading west to east. Investigate the eastern part to find three locked doors (two look as if they require special keys). As you round the corner, you pass an ornate elevator shaft and head down crumbling steps to the final locked door.



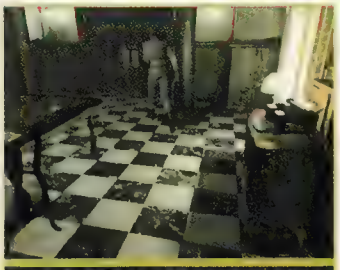
Head west toward the window, round the corner to the right, and you stumble upon a hideous sight!

Quickly turn and back off from the enemy. Don't fight it. The Zombie is extremely tough.

Head back to the Dining Room through the door in the south wall. The one remaining door (to the far west) is closed for the moment.

Jill dashes in, startling Barry, and shouts for him to down her undead assailant (this Zombie follows you into the room even if you dispose of it). Barry then shows you why serious gunslingers always carry Magnums. Wesker must be informed.

With Barry following close behind, turn and head back toward the Main Hall. You can't open the door to the northwest. As you reach the double doors, you hear a moan and a door slam. Retrace your steps to find that the Zombie Barry slew has vanished! Hurry to the hall!

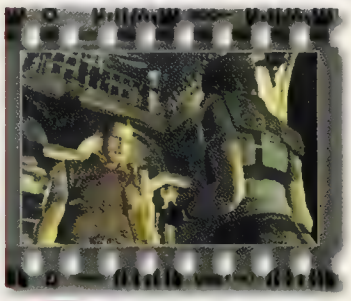


Once back in the Dining Room, Chris has little alternative but to head back and report his findings to Wesker and Jill. Head east, back to the initial halfway.

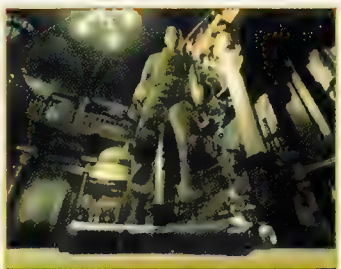
Back in the Main Hall, Wesker is nowhere to be found. Barry tells you to look for him in this massive chamber.

All the exit doors are temporarily locked, but note all 10 of the room's exits, including the secret door halfway up the main staircase. Now return to the ground floor.

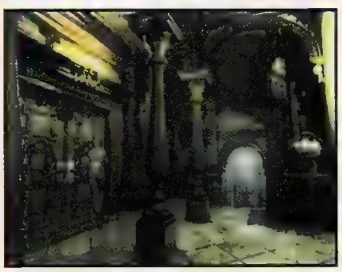
The quickest way to search this place is to run directly to the northeast corner, under the arch and down the steps to the gated entrance under the stairs, and back around under the northwest archway.



Wesker has gone, and only two S.T.A.R.S. members remain. Barry suggests splitting up and meeting back here if something happens. He also gives you, "the master of unlocking," a set of Lockpicks.



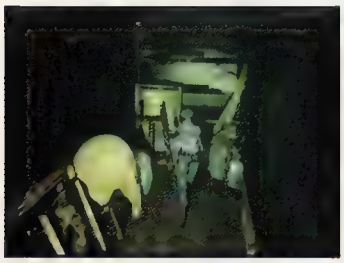
Back in the Main Hall, both Wesker and Jill have vanished. However, a S.T.A.R.S. special Handgun has been left on the ground. Pick it up and equip it.



Although Barry suggests Jill check out the double doors to the west, the quickest way to the next challenge (for both Jill and Chris) is to follow him back into the Dining Room, ignoring the double doors. You can enter the hidden stair door, the front door, and the east double doors.

If you want to obtain the Mansion 1F Map first, head through the double doors, into the Blue Room. In the center of the room is a Greek statue of a water-bearer. Inside the urn is an object, but don't get it just yet. The gray door ahead of you is locked.

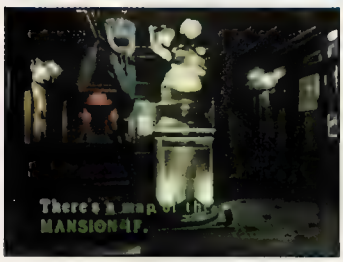
Clamber over the ornate chest, and enter the corridor with the red velvet curtains. Ahead is a door with a finely painted Bavarian castle etched into it. Return here once your mission is over and your combat attire needs revamping.



Continue to the corridor's end, and pick up the Dagger from the shelf. It comes with instructions. This appears in your Defense Items part of your inventory, so you can pick these up, even when your main inventory is full. Watch out as you retrace your steps.

Tip

The easiest way to take this Zombie is to race back, over the chest, wait for a minute, and train your gun at it. If you haven't moved the chest, the Zombie gets stuck behind it, and cannot reach you. Shoot it apart at your leisure.

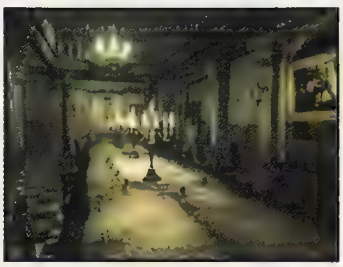


Now push the chest from the red curtained entrance toward the statue. After seven pushes (once the camera angle changes), hop on the chest, face the statue, and take the Mansion 1F Map.

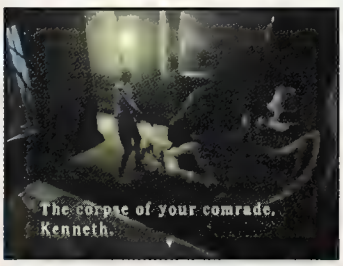
NOTE

If you accidentally wedge any object against a wall and cannot push it to where you need it, simply exit the room, and return. The object resets to its original position.

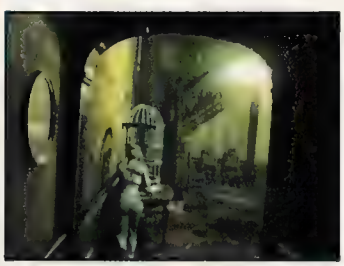
Back in the Main Hall, run straight across and enter the 1F Dining Room. It's a waste of time to investigate the stairway door or the Dining Room balcony above. An item is needed!



Run through the Dining Room, heading for the northwest door to the 1F Corridor West. To the east lies a long corridor—something else lurks there as well.



Run west to Kenneth Sullivan's corpse. Inspect it and detach Kenneth's Film from his shoulder camera. You'll need video equipment to view evidence of Sullivan's grisly demise. Now head through the door to the far west.

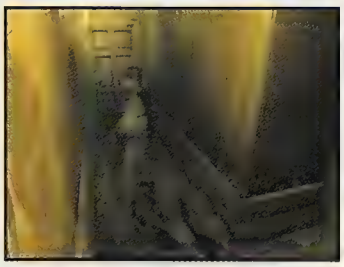


Run down the Birdcage Corridor until you spot the swaying chandelier and the cage. On the table next to the cage is a Handgun Magazine (Easy/Normal modes). Take it.

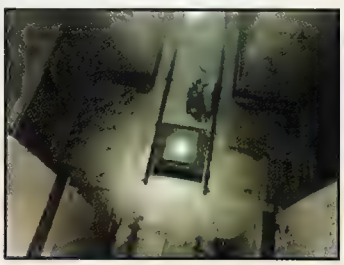
Further investigation reveals a dead body slumped against the south wall and something useful under the stairwell next to the chairs. Take this, then ascend the steps to the second floor.

Backtrack Notes

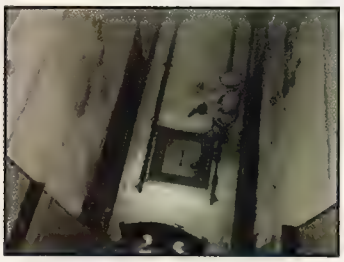
If you return to the Birdcage Corridor once you have the Armor Key (Mansion, 3F) a couple of odd occurrences startle you. Eight Ravens are now perched in a row on a ceiling rail, and the slumped body has "mostly" disappeared. Ignore the birds—shooting at them only leads to pointless (but beaked) combat.



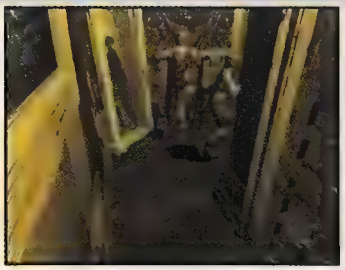
Step into the Mirror Corridor, take the item there (two in Easy mode), and if you're low on health, check the door to the east.



This leads to a third floor Armor Passageway. In the middle of this narrow corridor lies a plinth with a key imbedded in it. This is the Armor Key. Grabbing it sets off a trap.



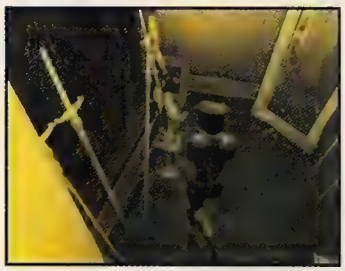
A suit of armor blocks your path to the south, and a motorized pulley shifts another suit of armor with a flailing shield toward you. Replace the key quickly, or you'll be shredded!



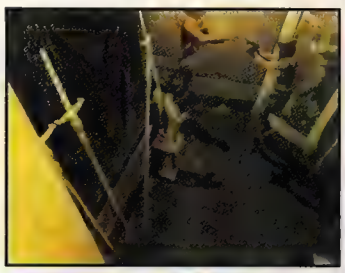
The door to the south is firmly locked, so head back to the Mirror Corridor. Step through into the main corridor, and avoid (or shoot) the threat in the northeast area. Continue past the rows of halberds.

Tip

If you enter this corridor from the Birdcage Corridor and run directly to the main area, you can rush past the Zombie before it turns and sees you. Also look in the mirrors to see Zombies waiting around corners!

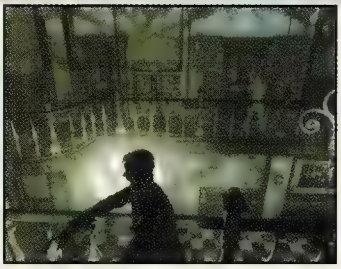


A Golden Arrow is sticking out of a broken statue at the corridor's south end. Take this, then grab the Handgun Magazine at the foot of the final mirror.

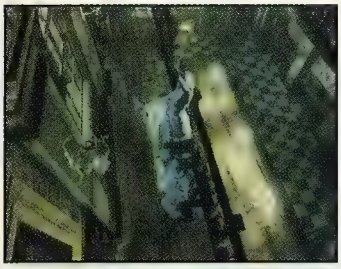


If you're playing this game on Normal or Hard difficulty, watch out for another Zombie. Check its position in the mirror, then deal with it or dodge it. Now leave via the south door—you automatically unlock it. The southeast door is firmly closed.

Knee Deep in the Dead

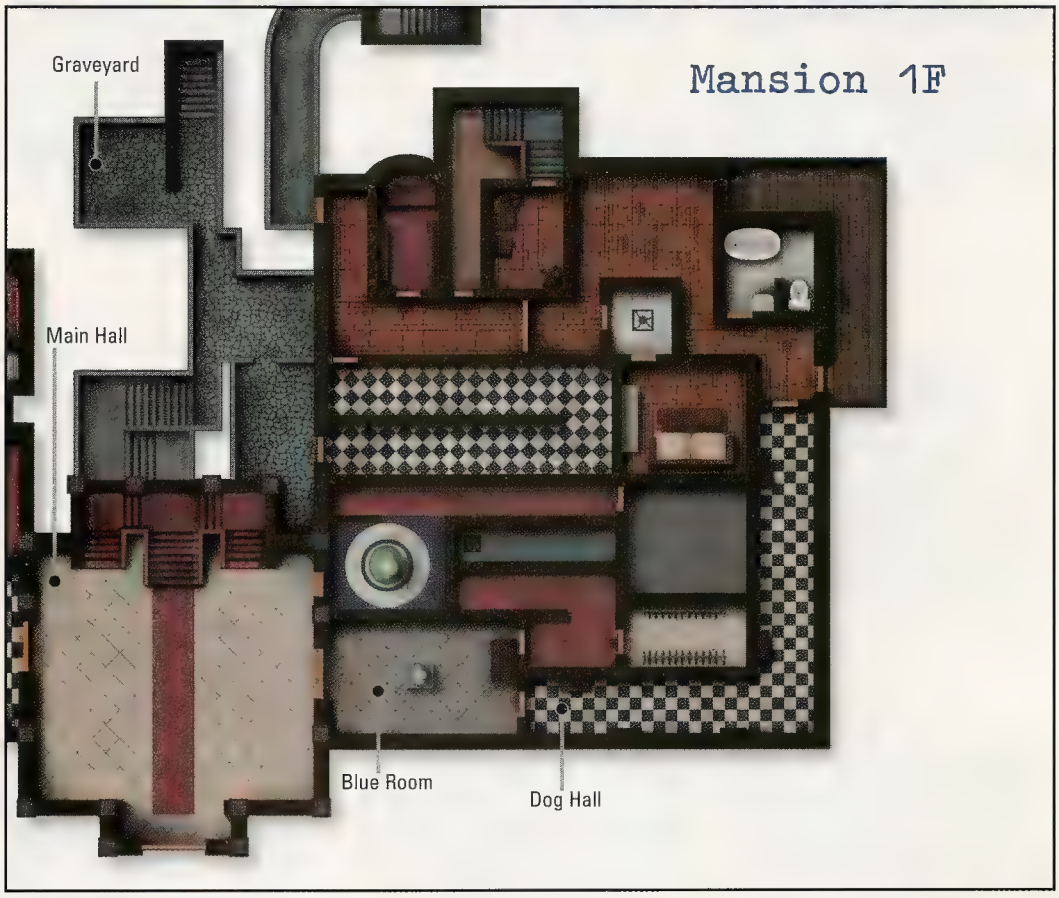


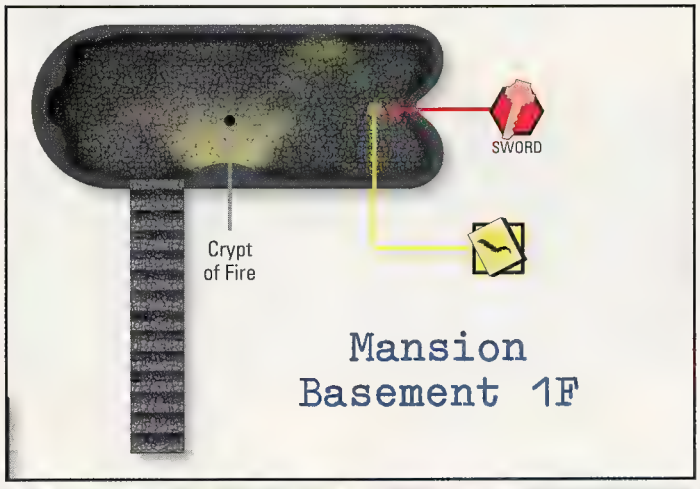
You appear on a rickety balcony overlooking the Dining Room. A Zombie casts a monstrous shadow over you, but don't worry about it. Take the Dagger (Easy/Normal modes) as the and head east.

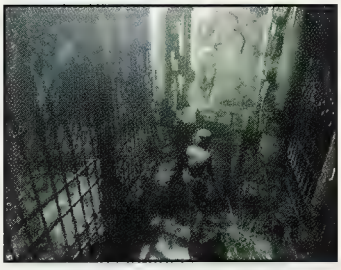


At any time, you may run around to the south balcony and locate the statue bust. Push the statue westward, to the gap in the balcony. Then turn and push the statue north, off the balcony. It smashes into pieces on the ground below, releasing a Blue Gemstone from its hand.

Head back to the Main Hall and down the main staircase. Stop at the intersection where the steps meet, and locate the recessed hidden door in the north wall. Open this, and head through into the Graveyard.

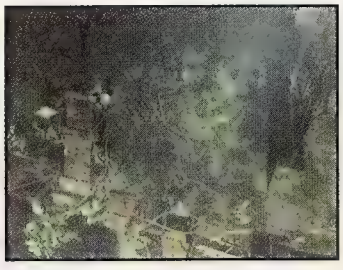




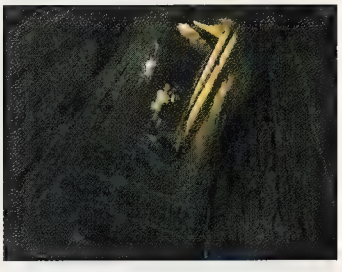


At the north end of the passage lies a stone crypt with a cherub engraved on it. An arrowhead-shaped indent forms at the end of the cherub's arrow. Inspect your Golden Arrow to discover that it comes apart. Slot the Arrowhead into the crypt, and it opens.

Head down the steps to the Graveyard outside the mansion. If you're playing on Normal or Hard settings, deal with the first Zombie from the top of the second steps or just dash past.

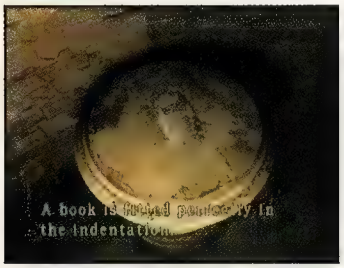


To the east is a locked iron gate, behind which is a twinkling item that looks like a mask. You cannot reach this now. Turn and head north. Investigate the plot to find an important item, especially if you're low on ammo.



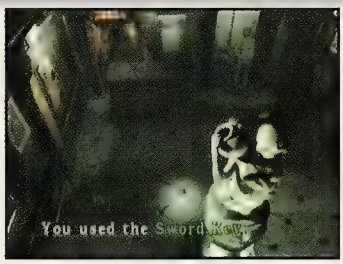
Head down the long flight of steps. You are about to step into the Crypt of Fire.

Inspect the four carved faces to the west of the room. They all show human experiments at the moment of death, each with a facial feature missing.



Now grab and inspect the object on the plinth in the far west. This is an old purple Book of Curses, detailing a summoning ritual. Turn it around and spot a key slotted into the book's back. Separate the two to acquire the Sword Key.

You can now unlock various mansion doors! Hurry back to the Main Hall via the Graveyard. If you avoided the Zombies, watch out. Wait for them to turn around, then dash past them, or fire from the crypt steps—the Zombies don't venture down there.



Back in the Main Hall, head to the first floor, enter the double doors to the east, and run into the Blue Room. You can unlock the door on the second floor, in the northeast corner, but go downstairs.

NOTE

If you run down and attempt to open the gates under the stairs in the Main Hall, you hear a fearful female howl and a clanking of chains. What *was* that?

Inside the Blue Room, head to the gray door and unlock it. Step into a passage known as Dog Hall. Move down the hall, past the first china cabinet.

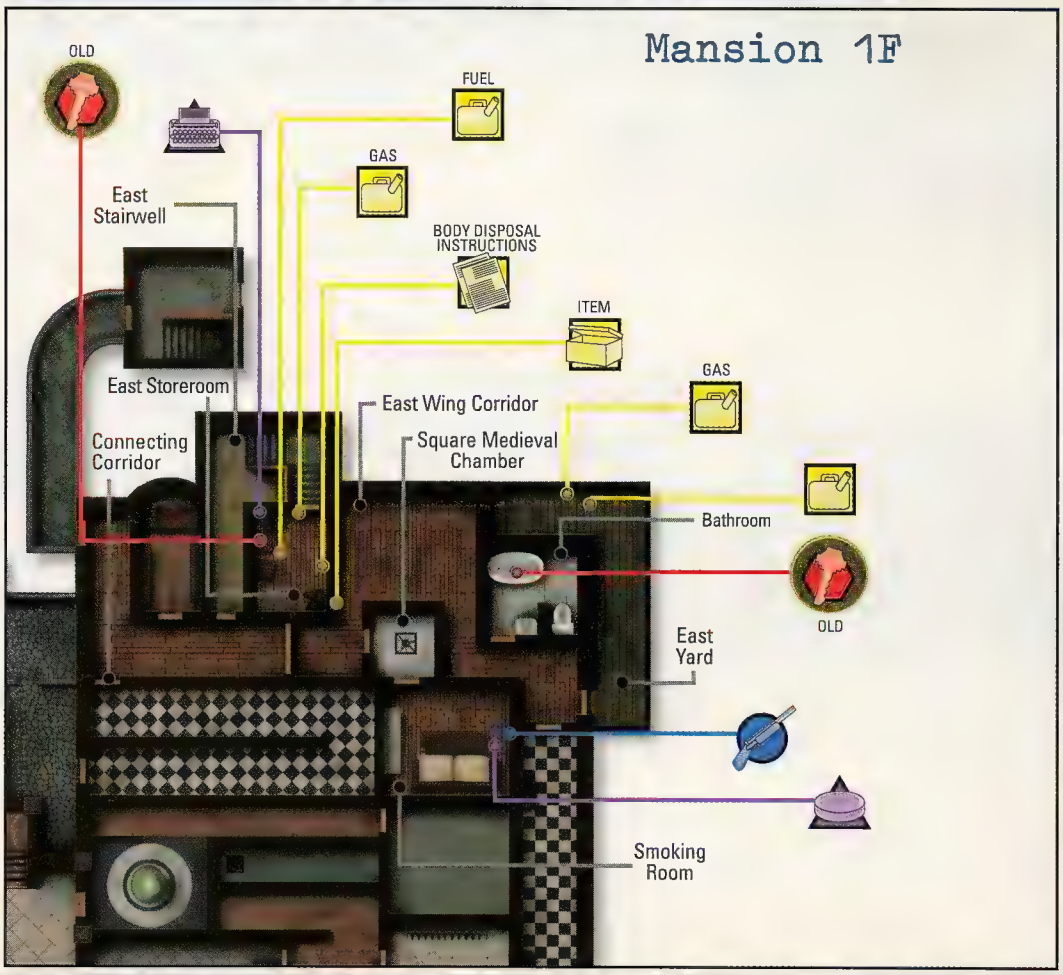
Under the first light fixture, push the china cabinet east, and pick up the Dagger hidden under the cabinet. As you pass under the light. . .steady your nerves and continue!

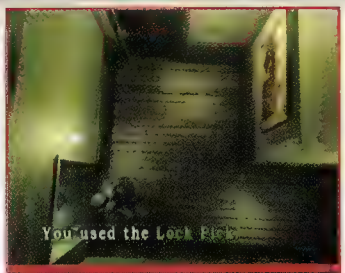
Turn the corner, and run north to the final china cabinet. Run past it, then turn and push it south. Under this is a useful item (Easy/Normal modes) for those who've been shooting a lot of Zombies. Now exit via the north door.

Backtrack Notes

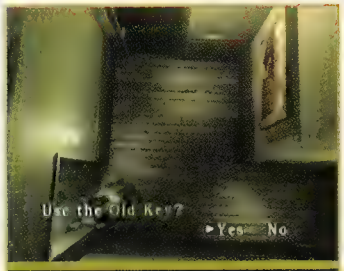
Once you exit Dog Hall, do not enter it again via the north entrance! If you do, you'll be in for a surprise, and another along the southern part! Enter this hall via the southwest entrance to avoid incident.

Jill Sandwich

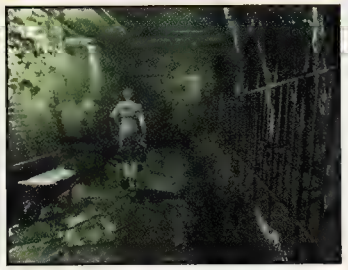




In the East Wing Corridor, head to the locked green metal door, and use Jill's lockpicking power to open it. Enter through the door if you have at least two inventory spaces free.



In the East Wing Corridor, head to the locked green metal door. You cannot open this door without an Old Key. Return here with it and enter if you have at least two inventory spaces free.



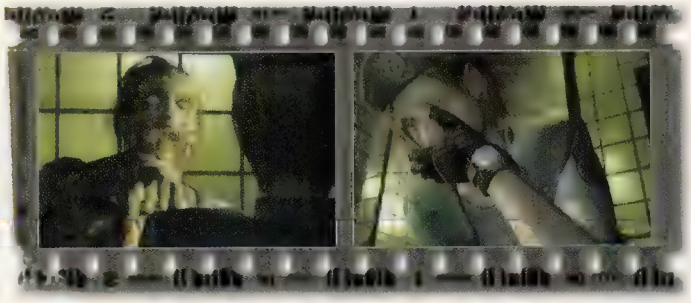
You appear in the East Yard. Railings fence this L-shaped outdoor area. Head north, around the corner, until you spot an old generator. To the left of this is a bag of Fertilizer in a wheelbarrow.

To the right of this are some Herbs. Mix and match Herbs until you stock up, and save one space for the Fertilizer. Don't leave the East Yard without it!

Backtrack Notes

If you leave without the Fertilizer, you must return to claim it. The second time in, one of the two prowling Cerberus dogs leaps the fence to attack! If you enter a third time, the second Cerberus jumps the railing.

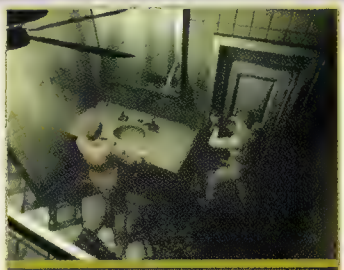
Standing in the filthy 1F Bathroom, inspect the tub filled with effluent. There is a plug you can use to drain the water from the tub.



As the water drains, Jill reels back as a bathing Zombie still clad in researcher's clothing falls out of the tub. As its skin dissolves, it grabs Jill's ankle. Jill brings down her foot firmly on the Zombie's neck. The combat is too much for Jill, and she heads for a speedy toilet bowl inspection.

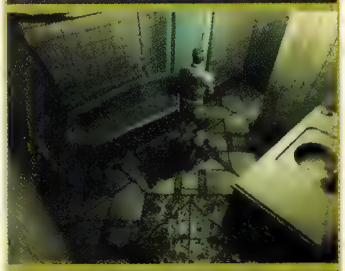
Take the Dagger from the tub. Head out of the bathroom and continue along the corridor.

As the water drains, Chris staggers back as a bathing Zombie clad in researcher's clothing falls out of the tub. As its skin dissolves, it flops onto the bathroom floor.



This Zombie gets to its feet! In the cramped confines of the Bathroom, flee or stand and fight. Attack this Zombie, as its extreme closeness may lead to numerous bites.

If you leave the Bathroom and the East Wing Corridor, and then return, the Zombie wrenches open the door as you pass the Bathroom! Be wary of this ambush, and attack accordingly.

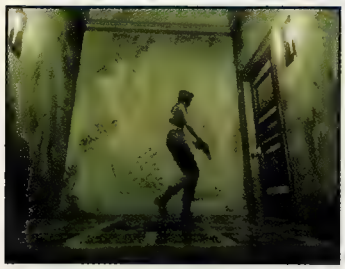


After you dispatch the Zombie, take the Old Key from the tub. You can now unlock the metal door to the East Yard.

Round the corner and pass the East Wing windows, following the corridor until it ends in a pair of double doors. If you have at least one inventory space free, stay in this area. Otherwise, head through the doors.

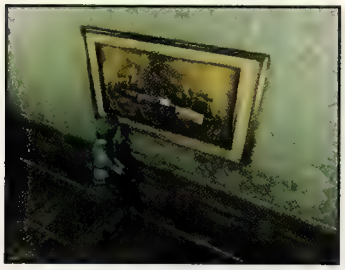
Backtrack Notes

If you venture back into the East Wing Corridor after obtaining the Armor Key, prepare for a Zombie assault! Four undead burst through the windows, making this a no-go area unless you are heavily armed. One also follows you into the Connecting Corridor.



Enter the door in the east wall opposite the double doors. You enter a Square Medieval Chamber. Take the door in the south wall.

This leads to a Smoking Room, complete with a leather couch. Head to it, then turn and take the Dagger and Ink Ribbons from the table (these Ink Ribbons are not present in Hard mode).



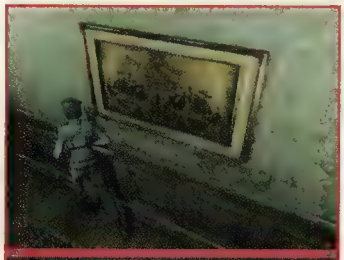
Now inspect the Shotgun resting on hooks on the east wall. If you take the Shotgun off the hook, and you hear clicking.

If you took the Shotgun, after you exit into the Square Medieval Chamber, the ceiling begins to descend! You've set off a deadly trap! Quickly rattle the south door, then the west door.

As Chris rattles the south door, it opens, and he scrambles into the Smoking Room. Replace the Shotgun. You must find a similarly sized object to place on the hooks; without one, the trap activates if you take the Shotgun.

If you do not rattle both doors to check your predicament, the ceiling continues to descend, crushing you to death.

Jill bangs on the door, shouting for help. On the other side of the west door, Barry hears the commotion, and shoots the lock to the door. He drags Jill to safety as the ceiling smashes into the floor. "A second later, you'd have fitted nicely into a sandwich!" remarks Mr. Burton. Barry was around to save you, but why is he here? Apparently, he "just had something to check...."



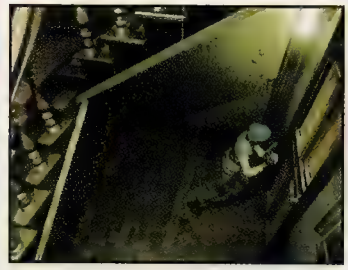
After Barry rescues you, you can no longer access the Smoking Room and Square Medieval Chamber. If you wait a little longer, you can obtain the Shotgun without setting off this trap, although for Jill, grabbing the Shotgun at once is the better plan.

After you meet S.T.A.R.S. Bravo Team member Richard Aiken, Barry Burton will no longer rescue you from the falling ceiling, and you must put the Shotgun (or the other item) on the stand to escape.

Head through the double doors and into the Connecting Corridor. To the far west is a dark passage where an enemy lurks. Both the door to the Study (marked with a lion's head) and the door in the southwest corner are locked.

Ignore the Zombie guarding the unlocked gate—you'll return to this area later. Instead, open the remaining door in the north wall and head to the East Stairwell.

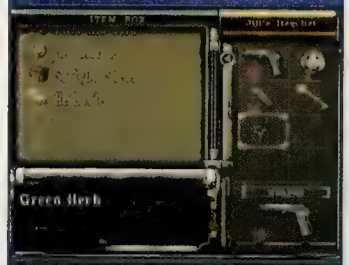
As you enter the stairwell, hug the right wall and avoid this Zombie.



Before you enter the door at the base of the stairwell, look for a useful item (if you're playing on Easy). Ignore the moaning coming from upstairs.

You've made it to a save point! Inspect the ground for a Fuel Canteen, a memo detailing instructions for dispatching the wandering dead (Body Disposal Instructions), and some Ammo (if playing in Easy mode). Save your progress at the Typewriter, and fill the Fuel Canteen with gas from the white Gas Canister. Chris should take the Old Key resting on the Typewriter.

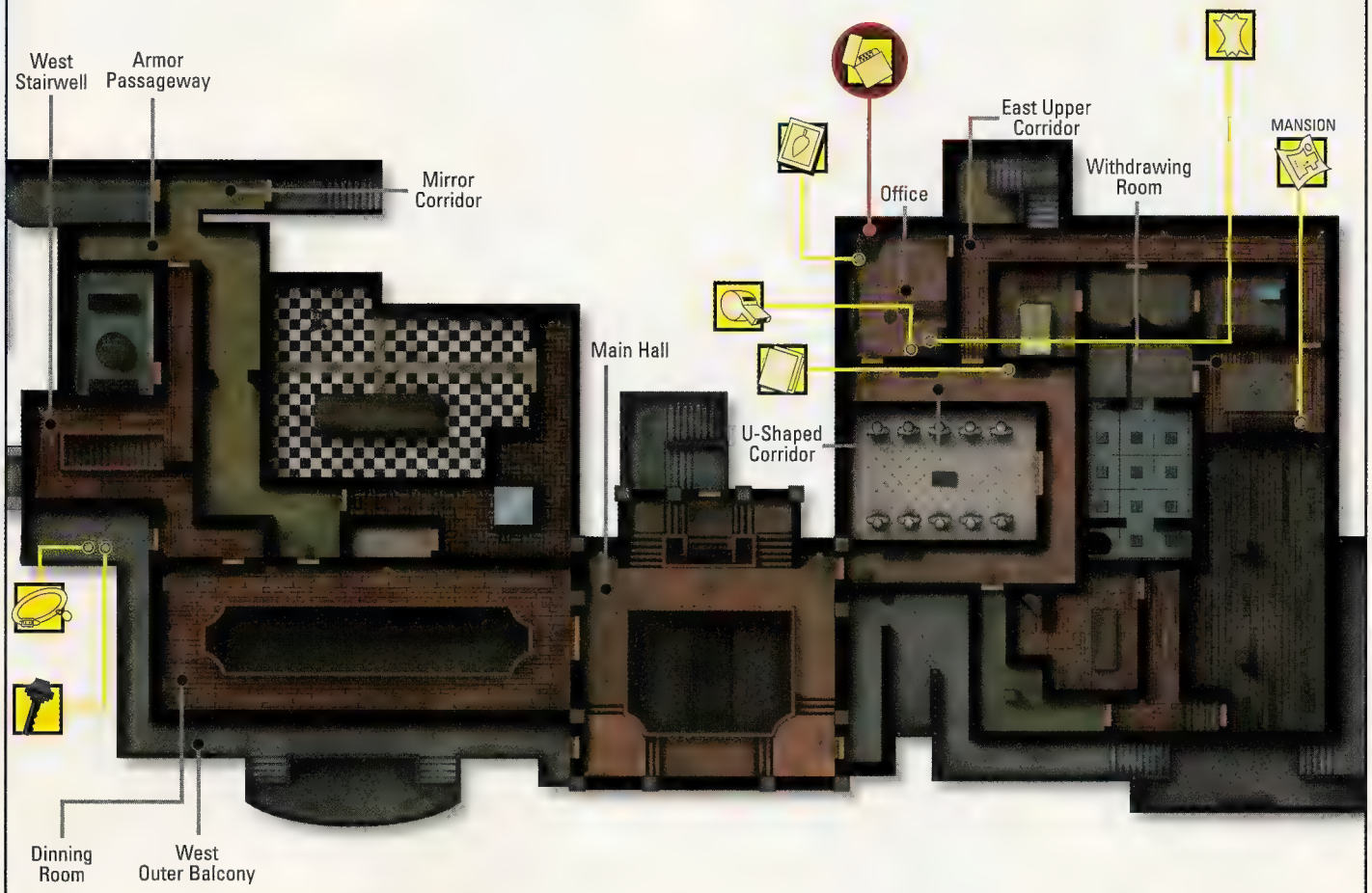
Item Addendum



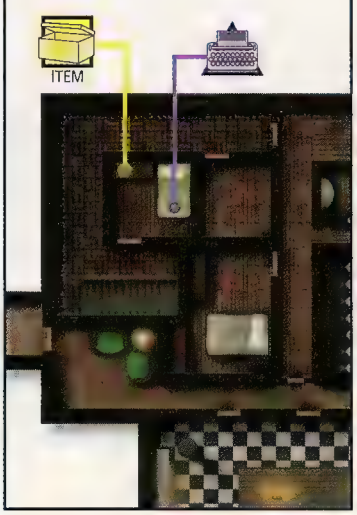
In the Item Box, find three Ink Ribbons and First Aid Spray. Before you leave, place the Chemical and the Survival Knife in the Item Box, as these aren't used yet. Keep your Handgun, bullets, Sword Key, some health, and the Shotgun if you have it. Optionally take a full Fuel Canteen.

Toby, or Not Toby

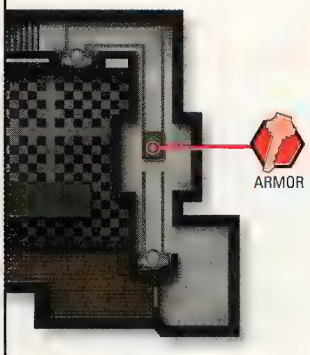
Mansion 2F



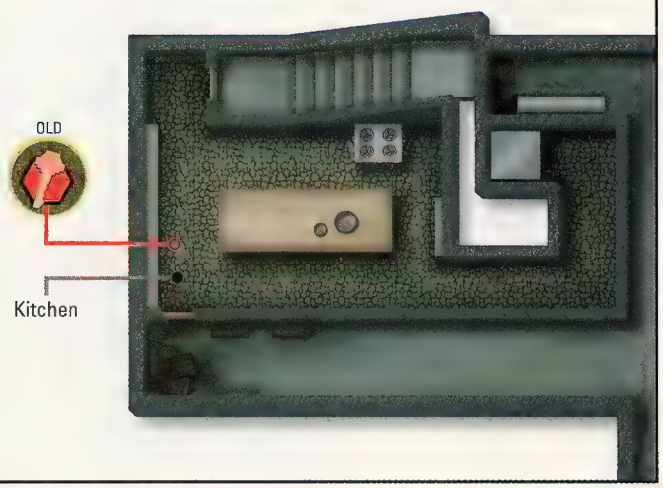
Mansion 1F



Mansion 3F



Mansion Basement 1F

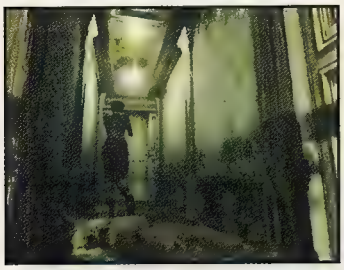


From the stairwell, head to the top of the stairs.

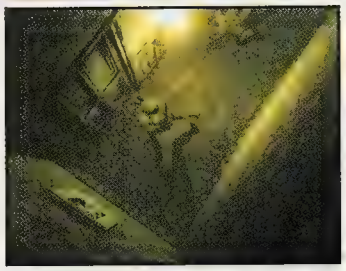
NOTE

The door on the first floor leading to the Connecting Corridor (1F) has a knob that's about to break. You can enter from north to south only three times before the door jams. However, you can enter from south to north at any time.

Deal with the Zombie in the corridor first, then turn and dispatch the one to the west. If they overrun you, retreat down the steps. Shoot from the top of the stairwell to secure an escape route.



The door to the west is unlocked, but it doesn't have a knob. The door at the south end of this upper corridor is locked, but opens after you inspect it further. Ignore the east part of the corridor—you'll momentarily return here.



Step into the U-shaped Corridor, and fend off a slavering Zombie from the west end of the passage (not on Easy mode). Before you investigate this area further, take the Wooden Mount from the table to the right of the door you exited. Head west to the unlocked door at the end of the corridor, and enter it. You will investigate the remainder of the U-shaped Corridor in a moment.

You enter a small Office. On the desk next to the chess set is a Handgun Magazine. Take that, then turn around and grab the Dog Whistle next to the table lamp. There is also a Crumpled Memo and a photograph of a place to call the hound.

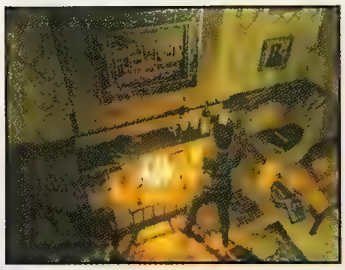
The remainder of the room yields a couple of interesting items—both of which are on the large curved office desk. There is a Botany Book, to help you understand the herb system of health renewal practiced at this place. Jill also finds a Lighter. Take everything, and leave via the northeast door.

TIP

You now have the Lighter, which has multiple uses. Unlike Chris, Jill cannot equip it as her Primary Item, but she can carry it. With a Fuel Canteen filled with kerosene from the Kerosene Canisters, you can set fire to any Zombies you have killed. This guarantees that they stay down.

In the upper corridor, run down the passage heading east, past a locked door to your south, and around a corner (watch out for a Zombie lurking here if you haven't met two on this upper level). Open the door at the end.

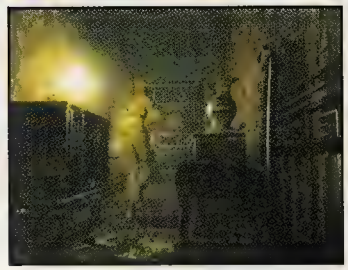
You enter a small Withdrawing Room. In front of you is a Green Herb (plus another and a Red Herb on Easy mode). Take this if you need it, then inspect the fireplace.



Use your Lighter to light the fire in the hearth. This allows you to spot a mirror imprint of the mansion's second floor in a metal picture frame above the fireplace. Select the Wooden Mount you picked up from the U-shaped Corridor, and use it. You place the mount on the frame, and an image of the floor appears in the file. You can now view all of the rooms on this floor. Ignore the locked door to the south, and run to the U-shaped Corridor.

TIP

Make sure you have at least one free inventory space before leaving the stairwell area!



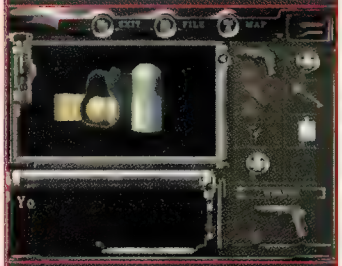
Head around the U-shaped Corridor. On Easy mode, watch out for a Zombie. Attack it. Torch the body if you have the Fuel Canteen! Once in the southern passage of this area, head past another locked door, and unlock the door leading to the Main Hall.

TIP

Any Zombies you leave in adjacent corridor areas attempt to lurch after you and rattle the doors. Sometimes they get through, so watch for Zombie incursions if you see a door rattling! This can occur in the U-shaped Corridor (2F) and East Corridor (1F).

S.T.A.R.S. Alignment

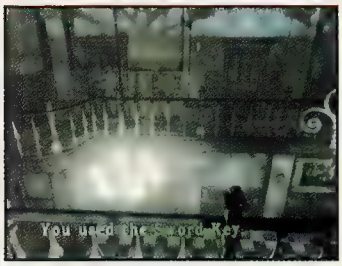
When exiting into the Main Hall (once you have the Shotgun), Jill will surprise Barry as he scouts the area.



One Inventory Spot Free: **Barry presents you with a can of "fizz." You now have six Acid Shells.**

Full Inventory: **Barry checks on your well-being.**

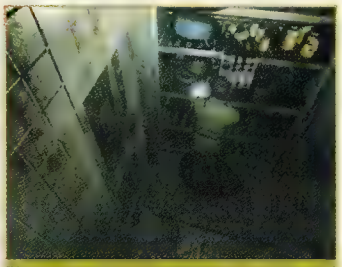
Fastest Way to obtain the Acid Shells: **Grab the Shotgun and head to the Main Hall before you leave the mansion. If you take the Shotgun without Barry's help, he appears the next time you step into the Main Hall.**



Move across the hall, and enter the Dining Room balcony to the west. Watch out for the Zombie shambling around the south area—head north, and unlock the door in the northwest corner with the Sword Key.

Optionally, to free an item spot in your inventory, head downstairs, through the Dining Room (picking up the Blue Gemstone on the way if you pushed the statue off the balcony), and into the Corridor East (1F).

Watch for something patrolling the eastern passage, head around the elevator shaft, down the steps, and unlock the door to the basement Kitchen. Discard the Sword Key. If you're Jill, you don't need to go into the Kitchen. However, we recommend that Chris go in. As Jill, return to the west stairwell on the second floor.



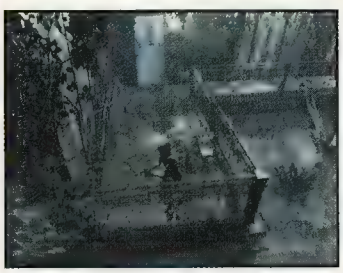
Inside the Kitchen, a Dagger (Easy and Normal modes) and a Handgun Magazine are on the central table. In the southwest corner is a locked door. Chris finds an Old Key on a food shelf next to this door. To the east is the lower entrance to the mansion elevator.

The power to the elevator is out, so it doesn't work. Step over the dead body, and head for the door through which you came.

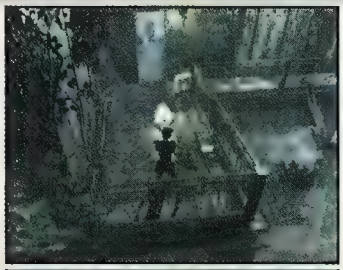
A Zombie in the south of the room surprises Chris; it starts to move when another Zombie enters the Kitchen. A boot to the skull, or pistol rounds, stops this deviant. Head to the second floor Dining Room balcony.

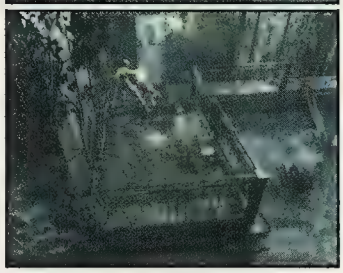
From the Dining Room balcony, you enter the stairwell in the west of the mansion, but don't progress any farther down this passage yet. Instead, go ahead to a green metal door. Unlock it with the Lockpick (Jill) or the Old Key (Chris).

You are in the West Outer Balcony: a massive wrought iron structure bolted to the mansion. Head west and inspect the long plant box of Green Herbs. This Herb Planter restores health (even curing you of poison). You can restore your health three times from this, so remember its location; especially on the harder difficulties! After it restores your health, unlock the door to the far east, leading to the Main Hall. This allows you access from the hall side.

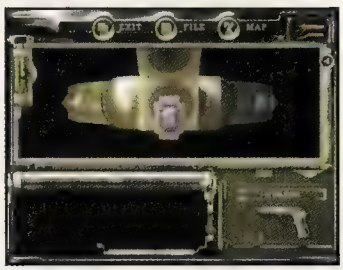


On your way around this balcony, notice the stained glass window mentioned in the note you found with the Dog Whistle. Stand near the planter and use the Whistle.





A couple of seconds later, a dog named Toby (and a companion) bound into view. Train your Shotgun at either hound, and blast each until they both fall. If they chew on you, shake them off and heal using the Herb Planter; watch out for a dog attack as you stoop to heal! After you kill both dogs, pick up the Collar from near Toby's twitching carcass. Throw away the Whistle when you leave, or store it in an Item Box.



Inspect the Collar in your inventory, and a secret compartment opens, revealing an ornate "coin." Turn it around to spot an armor plate insignia, and the object elongates to form an Imitation of a Key.

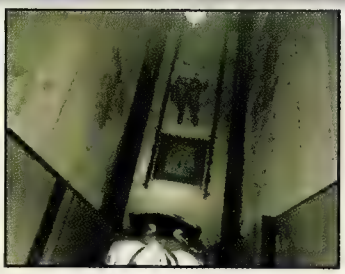
Backtrack Notes

Every time you return to this balcony, always head for the Herb Planter via the west door, rather than the one from the Main Hall, because there's bad news on the south balcony! Your enemy appears if you *did not* reenter the West Stairwell area from the Mirror Corridor.

Head to the West Stairwell, and run around it. Watch for the Zombie at the north passage. Ignore it, and head for the stairs down.

At the bottom of the West Stairwell (lower floor), face west and head for the door in the north wall near the stairwell. To the east lies the prone body of a researcher. Burn this corpse to avoid a nasty resurrection later in this outing.

Head into the northern part of the Mirror Corridor, through the gap, and run west to the door leading to the Armor Passageway. As you pass the "dead" body, it rises from the ground and runs at you! Open the west door.



Head to the plinth in the middle of the Armor Passageway, and remove the Armor Key. After the whirring starts and the trap activates, place the Imitation of a Key into the plinth. This resets the trap.

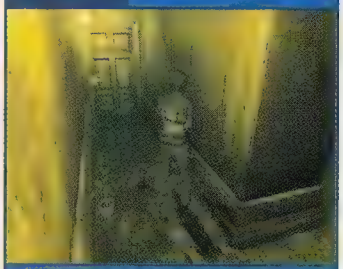
NOTE

Although the Armor Key doesn't open the door at the south end of the Armor Passageway, it is one of the most important items you'll find. You can now unlock eight mansion doors, and complete the many tasks ahead in any order. The following section shows the quickest way, but you may tackle each task at any time.

Item Addendum

Inside the Medical Storage Room, open the Item Box, and choose one weapon, plus any ammunition (either the Shotgun or Handgun). Save your game, replace the Ink Ribbons in the box, and head into the stairwell hall with at least one free item space in your inventory.

Head up the steps, and along the stairwell second floor hallway. Avoid the Zombie, then unlock the door to the north, and step into the Mirror Corridor.

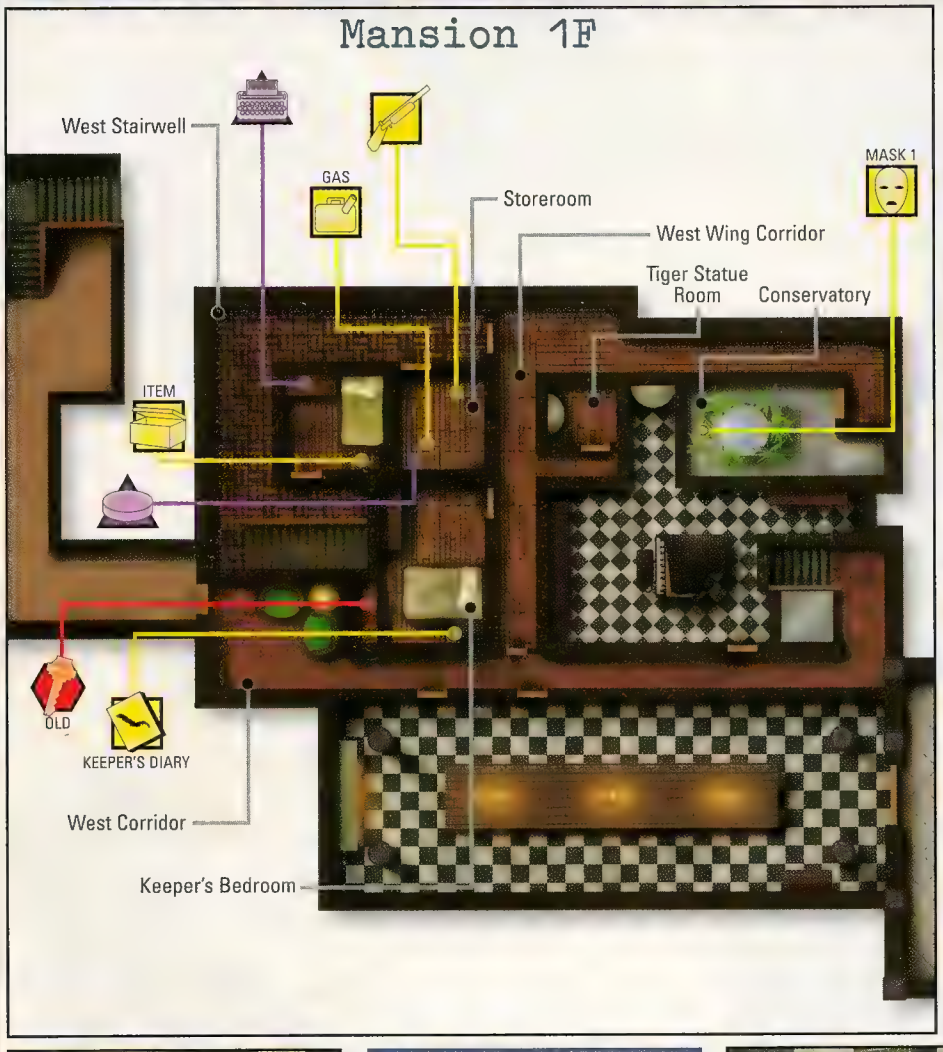


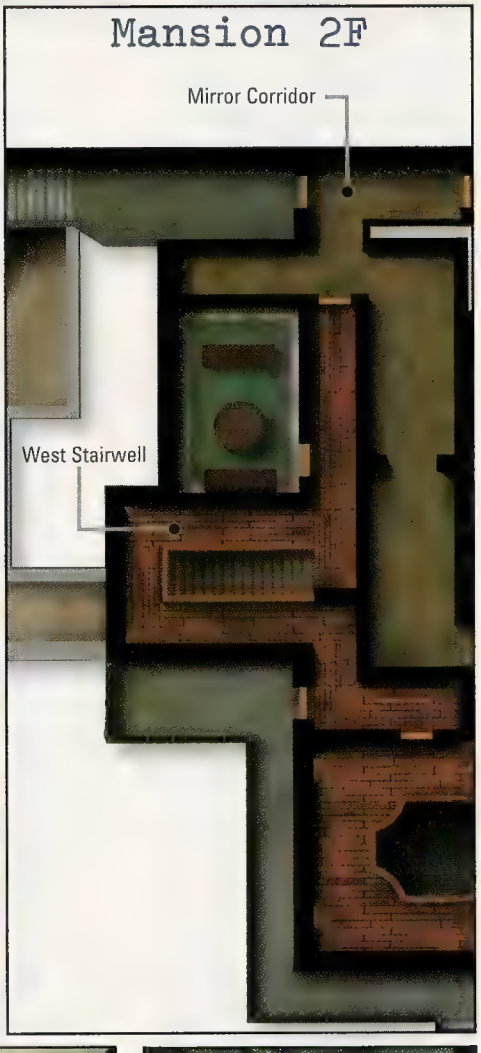
The Zombie is a Crimson Head [illegible] unnaturally fast, with red skin and a cross on its forehead, this Zombie is a mutation caused by the T-Virus resurrecting previously dead Zombies. If you try to torch this Zombie, it will awaken.

[illegible] to conserve ammo when fighting it. To reduce the chances of meeting more Crimson Head Zombies, revisit the rooms in the mansion where a Zombie lies on the ground, and burn it. This is important as any Zombie bodies you killed, but didn't dispose of via headshots or [illegible] transform to Crimson Heads after you pick up the Armor Key.

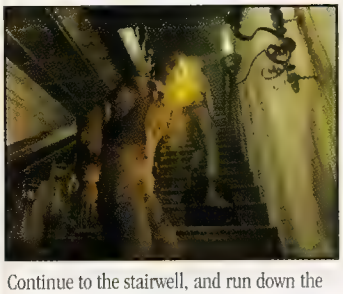
To make sure the Armor Key isn't fake, check its name in your inventory. Also, the Imitation of a Key has two hooks instead of "teeth."

Finding the Keeper's Diary



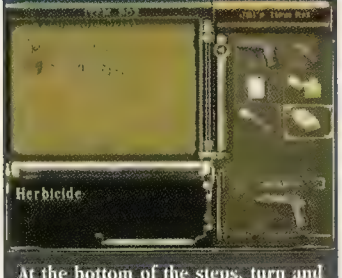


Dash through the Mirror Corridor to the West Stairwell, dodging the trouble ahead. Move quickly.

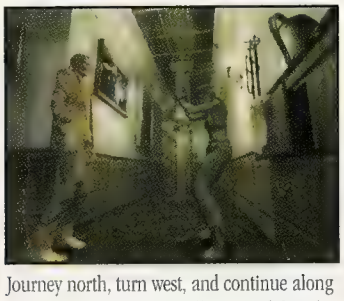


Continue to the stairwell, and run down the flight of steps. Deal with a number of Zombies, including a surprise near the outdoor balcony door.

Item Addendum



At the bottom of the steps, turn and head for the Medical Storage Room. Save your game, then place the Chemical in your inventory, along with a weapon, ammo, and the Armor Key. Leave three free inventory spaces. Add the Blue Gemstone if you have it.

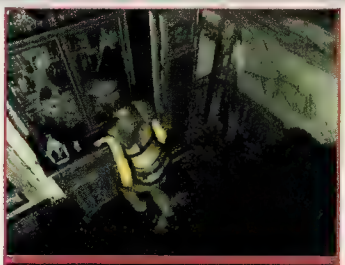


Journey north, turn west, and continue along the first floor West Stairwell. Be careful in this corner! Go until you reach the door in the south wall. Unlock it with Lockpicks (Jill) or an Old Key (Chris).

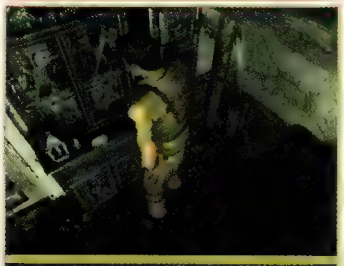
NOTE

If you've opened both the metal doors to the yard and balcony, you won't have an Old Key. Head to the Keeper's Bedroom via the West Wing Corridor. An Old Key is in this room. Alternately, there is one in the basement Kitchen. Return here.

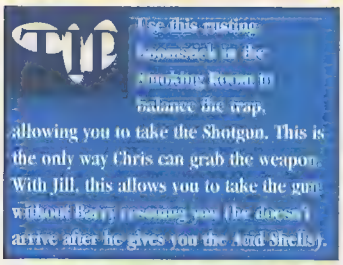
You appear inside a cramped Storeroom filled with junk. Inspect the desk in the southwest corner to obtain three Ink Ribbons. There is also a Gas Canister here. Turn and check the gun case in the northeast corner to find a Broken Shotgun.

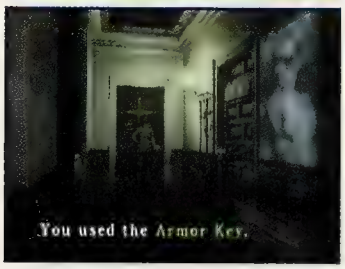


On a cabinet near the door is a Battery Pack. This allows you to electrocute the undead as a defensive attack!



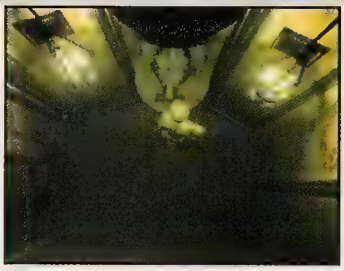
On a cabinet near the door is a Flash Grenade. Stuff an explosive into the undead's mouth as a defensive attack, then run from the ensuing blast!


Use this rusting broomstick in the smoking room to balance the trap, allowing you to take the Shotgun. This is the only way Chris can grab the weapon. With Jill, this allows you to take the gun without Barry rescuing you (he doesn't arrive after he gives you the Acid Shells).

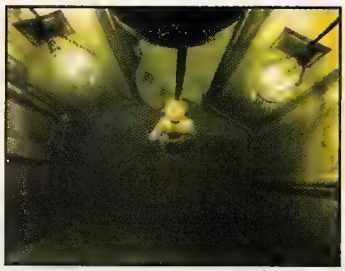


Head to the Medical Storage Room, drop off the Ink Ribbons, return to the northeast part of the stairwell, and unlock the door at the east end of the passage using the Armor Key.

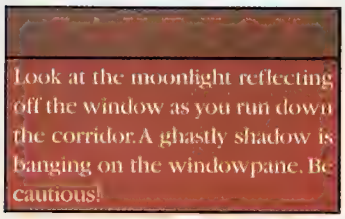
Head into the gloom of the West Wing Corridor. On the table to the north is a Battery Pack for Jill, and a Flash Grenade for Chris (neither are available in Hard mode). Pick this up, and search behind the painting in the tiny alcove halfway down the southern corridor to find a Dagger (Easy only).



Enter the tiny Tiger Statue Alcove at the end of the small corridor alcove. The eye sockets in the tiger statue are empty, but "glow with a blue and yellow light."

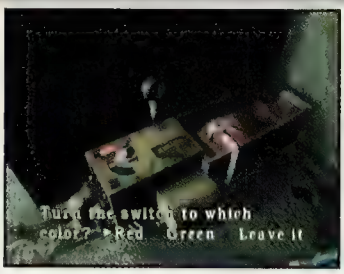


Insert the Blue Gemstone—which fell out of the statue you pushed off the Dining Room balcony—and insert it into the tiger's left eye. Watch and wait for your prize. Take them if you need them. The Blue Gemstone remains in the statue.


Look at the moonlight reflecting off the window as you run down the corridor. A ghastly shadow is banging on the windowpane. Be cautious!

Head to the far northeastern end of the West Wing Corridor, and open the unlocked door. This takes you to the Conservatory. As you walk in, watch as dozens of tendrils writhe from the ground! Your way is blocked.

Look in the east part of this chamber to see a water pump that feeds two areas: the fountain and something useful if you're low in health. Turn the fountain on to spray either area. Turn the switch up to feed the fountain.



You need to poison the feelers squirming about the fountain, so use your Chemical. Dump it into the water supply, turning it a deep red. Turn the water supply on, pointing the switch to red. This destroys the feelers.

NOTE

Avoid a botanical disaster, and *do not* turn the switch to green and water the herbs with the Chemical—you'll kill all five plants immediately!

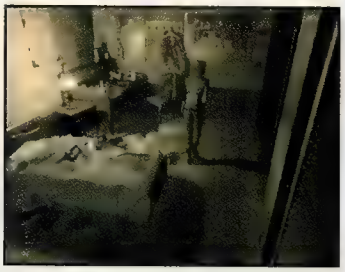
After the feelers finish moving, head to the five Green Herbs, and collect as many as you can—you do not need to return to this chamber. Mix them together, but leave one inventory space free. Turn to the north wall, and pry a Death Mask from an armor-plated door.

You now have one of four Death Masks—this one has no eyes! Exit the conservatory, and get ready—danger awaits. Run past.

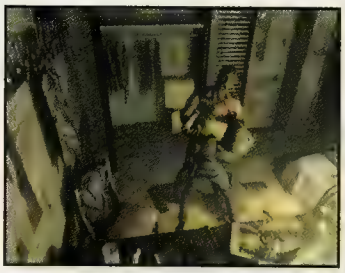
Backtrack Notes

If you fail to dispatch these zombies, the next time you enter the West Wing Corridor, one Zombie will be stationed near the northwest door, and the other near the south door.

Before you unlock the south door and leave this corridor, venture into the Keeper's Bedroom. The door is unlocked, so enter and take the item from the bed.



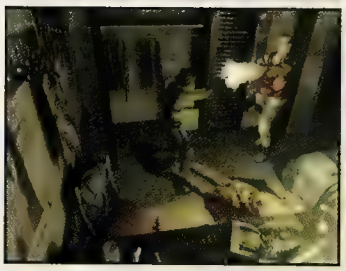
Pass the "Swimwear Girls" poster, and ignore the rattling from the fitted wardrobe in the southwest corner—you cannot open the door. Turn and inspect the table. On it is the Keeper's Diary.



The Keeper's Diary is a riveting read. Once you put the book down, turn and prepare for combat. Walk forward, and the remains of the dog keeper lurch out of the wardrobe!

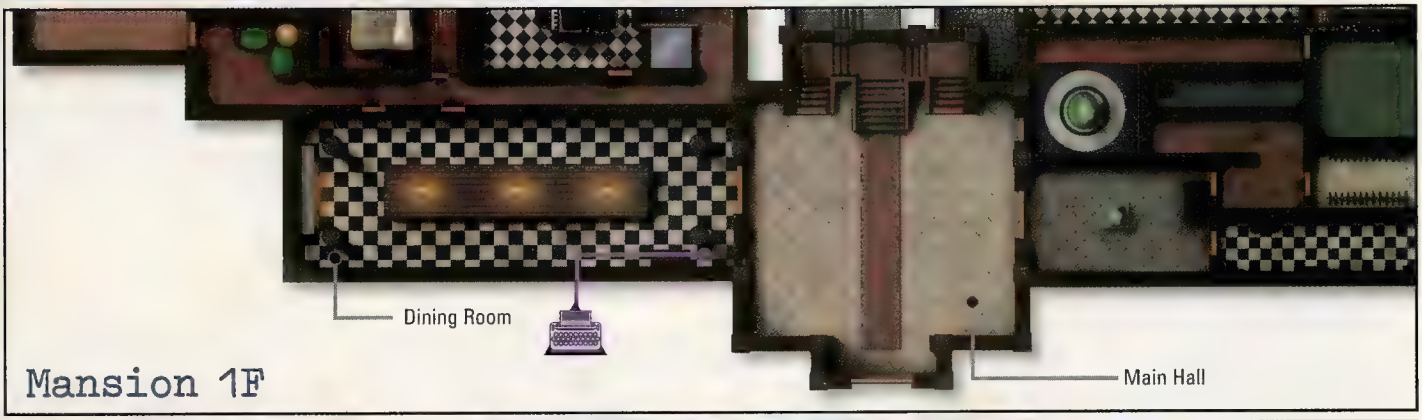
NOTE

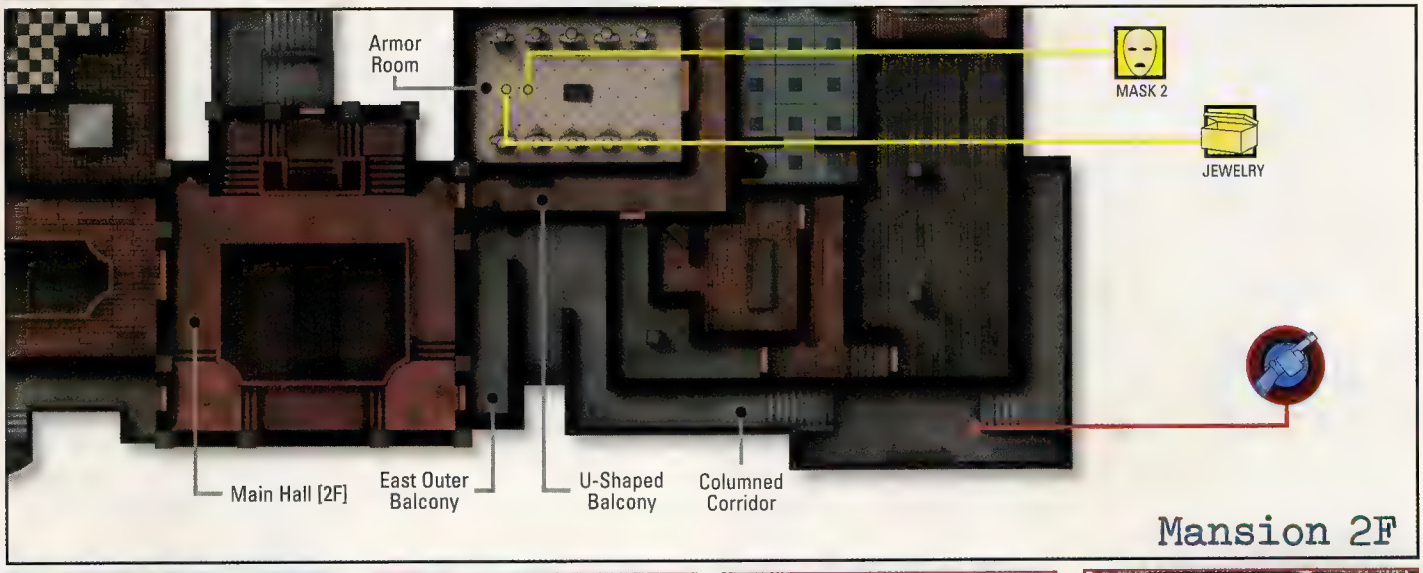
In Chris's game, you must open the wardrobe.



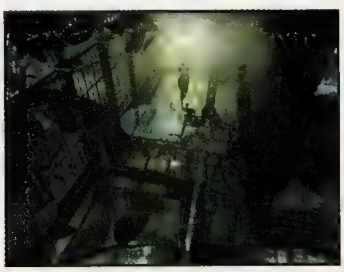
Shoot this keeper in the head, then turn on his friend that smashed through the other wardrobe doors. The Keeper's wardrobe has a Battery Pack in it (Jill), or an Old Key (Chris). Run out of this room—you do not need to enter it again! Head south, out into the West Corridor, to the Dining Room (1F).

Bravo Team Down





Head across the Dining Room into the Main Hall, climb the central staircase, turn, and head east. At the top of the steps, head to the door in the balcony's southeast corner. This leads to the East Outer Balcony once you use the Armor Key to unlock it.



Head north, out of the open glass door, and onto the balcony. Check out the glass table as you pass. You'll find something useful (Easy mode).

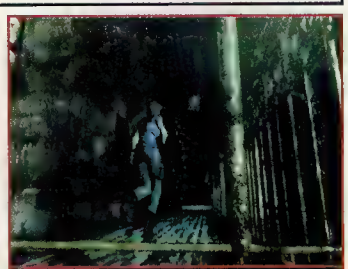
S.T.A.R.S. Alignment

Did you find Barry in the Main Hall? Have you encountered Richard Aiken? Have you met Barry in the Researcher's Bedroom? Have you faced Yawn in the attic? Are you searching for Serum?

No: **A spooked Barry reluctantly shows Jill the body of Forest Speyer, from Bravo Team. His skin is gray and blistered. Barry hands you Forest's Grenade Launcher—take it. If your inventory is full, it remains by Forest's side.**

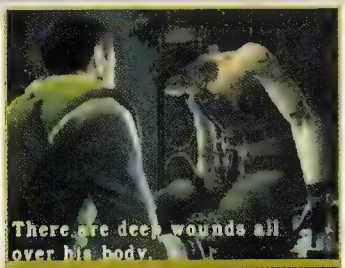
Barry kneels and inspects Forest. Check Barry again; he expresses his shock and stays with Forest until you leave the balcony. Pick up the items in this area.

Yes: **You stumble upon Forest's corpse alone. You can also exit the balcony, exit the Main Hall, then return. Barry will be gone.**



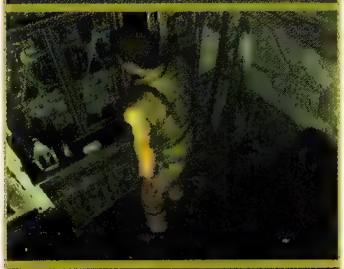
Assuming Barry doesn't meet you, turn and pick up the Dagger from the bench, continue around to the far eastern corner of the balcony, and find some items there.

If Barry isn't present, Jill hears movement behind her. Forest is moving toward her! Bring out your Shotgun and take him down. Pick up the items there and leave. He attacks like a Zombie and vomits bile, but he moves quickly.



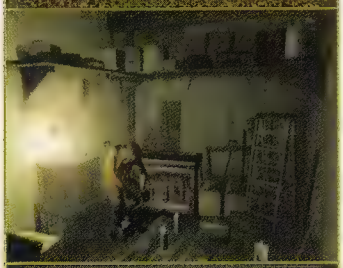
If you are playing as Chris, walk up and inspect the body of a slumped individual. It is Forest from the Bravo Team. Deep cuts cover his body. The Grenade Launcher is not present. Pick up the Dagger from the bench, continue around to the far eastern corner of the balcony, and get the items there.

Chris hears movement behind him. Forest is shambling at him! Bring out your Shotgun and take down Forest. Pick up the items and leave. He attacks like a Zombie and vomits bile, but he moves quickly.

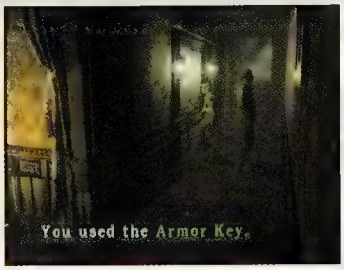


Head through the U-shaped Corridor and to the Storeroom at the bottom of the East Stairwell. Read the note Wesker left on the adjacent wall. These new items are available after you obtain the Armor Key. Head into the room to rearrange your inventory.

Item Addendum

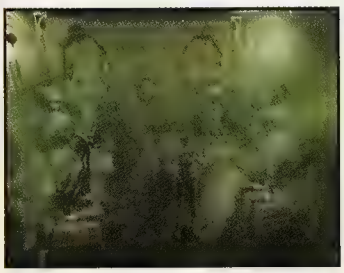


After you enter the Storeroom, Wesker resupplies you. Place these in the Item Box and save your progress. Take your Shotgun, shells, and some health with you.

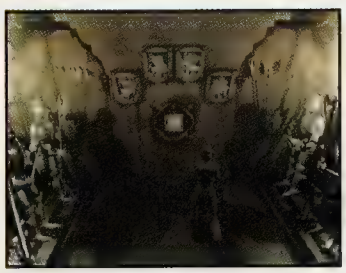


Enter the U-shaped Corridor. Unlock both sets of doors, then go through the double ones and into the Armory.

You appear in a room flanked by twelve suits of armor, six on either side of a central pedestal. As you enter the room, four of the suits of armor (each with a red marble base) move forward.

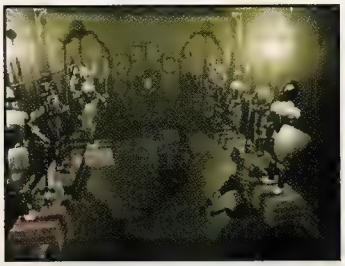


Do not press the button on the central pedestal marked "Woe to those who disturb my sleep"! If you do, the room fills with a noxious green gas and you violently cough. Leave the room if this occurs.



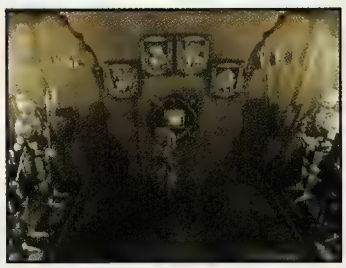
You must move the suits of armor to their original positions. However, pushing certain suits moves other suits out of place, making the process tricky. Study the shading on the four paintings at the west end of the chamber. Move the lightest one first, the second-lightest second, and so on.

Push the armor in the northwest (or upper right) corner first. Push the armor in the southeast (or lower left) corner.



Push the armor in the northeast corner (bottom right), to move the final armor suit. This completes the puzzle, allowing you to press the button on the pedestal in safety.

Armor Location	Effect When Pushed Back
Top-left (1)	Moves armor 2 and 3 forward
Top-right (2)	Moves armor 1 and 3 forward
Bottom-left (3)	Moves armor 1 and 4 forward
Bottom-right (4)	Moves armor 1 backward

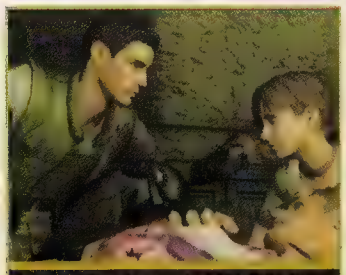


Pushing the pedestal button releases the bars holding an ornate box on the west wall of the chamber. Take the Jewelry Box, then bring up your inventory to examine it.

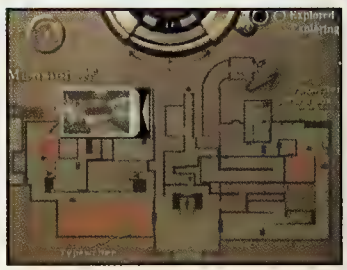
This box has an opening mechanism. On the box lid, on the long sides of the lid, are buttons in a sun design. On the short sides are buttons in a moon design. Press the buttons in one sun, then the other. Claim the second Death Mask. This one has no face.

Exit the Armor Room (you need not return here again), and head to the locked door on the south of the U-shaped passage. Unlock it with the Armor Key, and step into the Columned Corridor.

As you step forward, S.T.A.R.S. Bravo Team member Richard Aiken slams into a wall and slumps to the ground. He's suffering from snakebites.



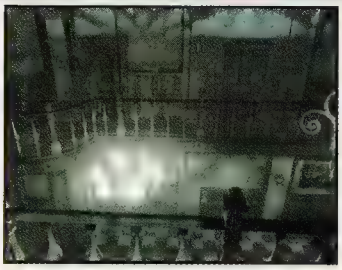
As you step forward, S.T.A.R.S. Bravo Team member Rebecca Chambers is hunched over a fallen comrade. It is Richard Aiken. These two Bravo Team members need your assistance. Richard is in shock and suffering from a snakebite. Rebecca left the Blood Serum on the other side of the mansion!



Richard needs Blood Serum within four minutes or he will die! Back in the U-shaped Corridor, the map shows you where to go—to the Medical Storage Room (1F).

If you turn around and reenter the Columned Corridor, you can obtain some items and check on Richard again. Get that Blood Serum now!

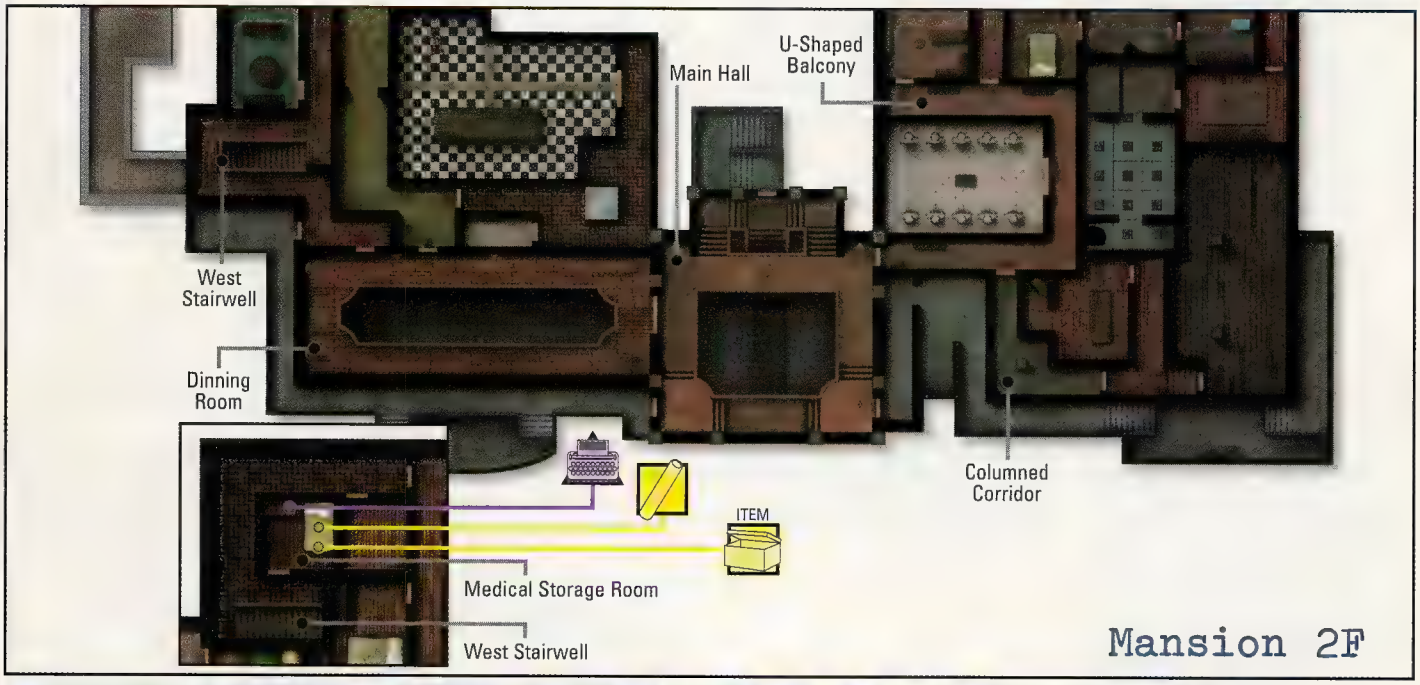
Turn around and re-enter the Columned Corridor to obtain some items and check on Richard. Get that Blood Serum now!



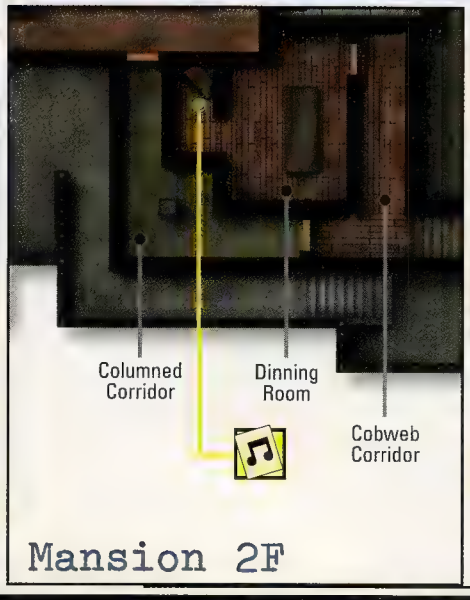
Head south out of the U-shaped Corridor, across the Main Hall balcony, into the Dining Room balcony (2F). If you pushed the statue off the balcony and didn't kill the Zombie, it has changed positions. Check between the two doors on the north wall. Avoid it by running around the south balcony, and through the northwest door..

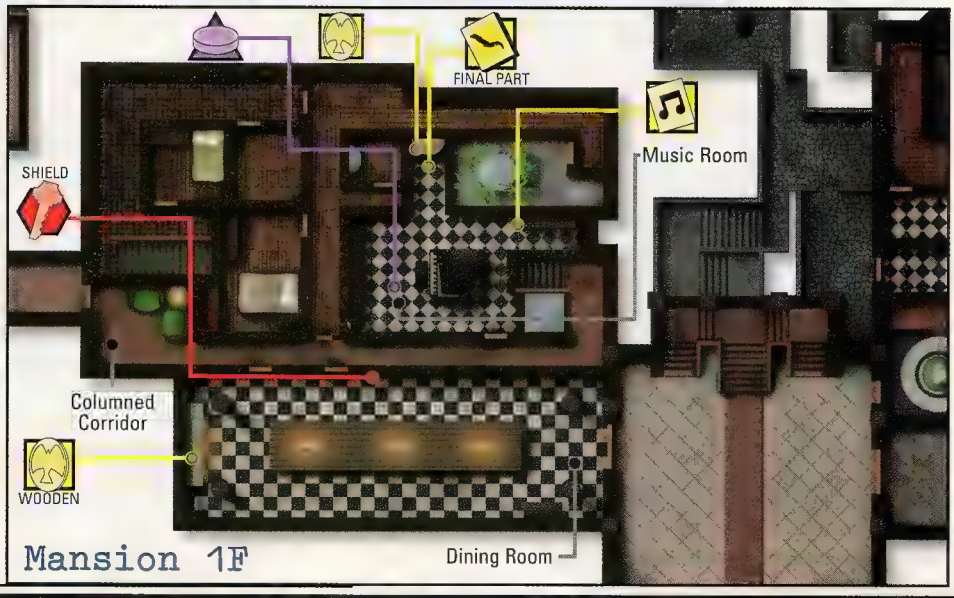
Item Addendum

Head into the West Stairwell, down the steps, and into the Medical Storage Room (1F). Grab the Blood Serum from the shelf in the northeast corner, then save your progress. Place any Death Masks and the lighter into your Item Box, and leave with two free inventory spaces.



Blood Serum for Richard





From the Medical Storage Room, retrace your steps up the West Stairwell, through the Dining Room (2F), west, south, around the balcony to avoid the Zombie, over the balcony in the main hall, and back to the U-shaped Corridor and Columned Corridor.

S.T.A.R.S. Alignment

Did you reach Richard with the Blood Serum within four minutes of game time?

Yes: **Richard is moving and breathing. Jill injects him with the antidote, while Richard winces at the needle prick!**

Aiken gives you his communications radio. If you check on him, he moves position and lets you know he's wounded but OK. The radio appears on Jill's right leg utility belt.

No: **Richard is dead on the floor. If you return without the Blood Serum, your way to the north is blocked and Richard doesn't stir.**

S.T.A.R.S. Alignment

Did you reach Richard with the Blood Serum within four minutes of game time?

Yes: **Richard is moving and breathing. Richard clutches his radio, which he gives to you before slipping into unconsciousness.**

The radio is now on Chris's right leg utility belt. Richard is cataleptic, and he needs to be moved to a safer room.

No: **Richard is dead on the floor. If you arrive in the room without the Blood Serum, your way to the north is blocked and Richard doesn't stir.**

If you saved Richard, you automatically appear at the Medical Storage Room (1F). Rebecca is tending to Richard on the bed. He'll pull through!

Rebecca offers to heal your wounds. If you are infected with any bites, scratches, or other combat injuries, head to this room, and Rebecca bandages you to full health.

When you leave the room and re-enter it, Rebecca again asks you if you need healing. She has enough medical supplies to heal you three times. Do not waste this help!

Enter the Cobweb Corridor via the north entrance of the Columned Corridor. Deal with the threat prowling the north passage area. The steps lead to the locked attic door; it requires a Shield Key.

Venture to the end of the north passage and open the unlocked door. Chris picks up a Flash Grenade here. You enter the second floor Dining Room. This room is dark. Check out the table in front of you.

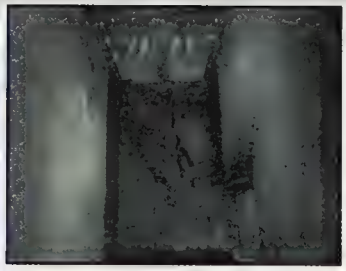
You must illuminate this room before you can inspect it. Run to the south edge of the main table and face the candlestick. Produce your Lighter and light the candles.

NOTE

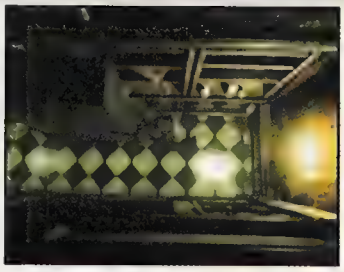
If you didn't tackle the Zombie in the Cobweb Corridor, watch out. Deal with it by firing from the opposite side of the table until it's down.

Inspect the remainder of the room. Check the southeast corner cabinet for some items, then inspect the wardrobe on the west side. Push it north.

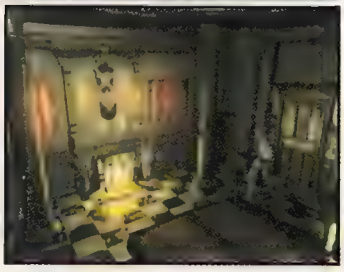
A small cubbyhole is revealed. Step into it, brandishing your weapon, and fire repeatedly at the Zombie. Retreat and dash around the table to avoid being chewed on.



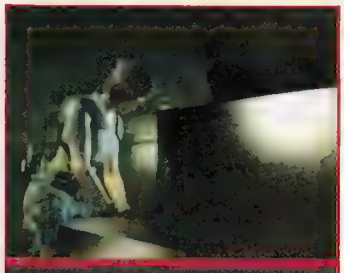
Check the cabinet in the far end of the alcove. It contains a Musical Score for a piece called "Moonlight Sonata." The cover section is missing.



Pass the grand piano, and ignore the Ink Ribbon on the bar (Easy Mode). Head to the northeast alcove area, and push the shelf until the Musical Score is revealed on a wall shelf.



Leave the Dining Room, heading for the U-shaped Corridor. On the way, if you failed to save Richard, a Zombie waits in the Columned Corridor. Trek down to the first floor Dining Room. Take the Wooden Emblem from above the mantle, and have one free inventory space. Enter the Corridor West. Zombies may burst through the door, so watch your step! Head east, and unlock the door to the Music Room with the Armor Key.



Piece together the Musical Scores to obtain the Complete Musical Score. Stand by the piano and use the sheet. Jill plays a somber melody.

Piece together the Musical Scores to obtain the Complete Musical Score. Stand by the piano, and use the sheet. Chris pounds the piano with discordant notes.

As he finishes pressing keys, Rebecca enters the room. If Richard has died, Chris asks if she's OK. "Can't grieve forever," comes the reply. If Richard is alive, Rebecca says, "Chris, it's me!" and moves to the piano.

Rebecca plays the "Moonlight Sonata." While not as terrible as Chris's, her interpretation leaves a lot to be desired. Rebecca asks to practice.

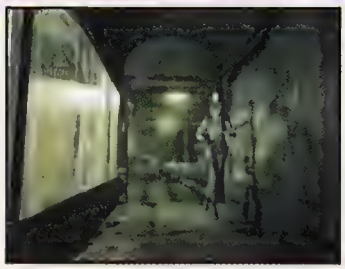
S.T.A.R.S. Alignment

Do you allow Rebecca to practice?

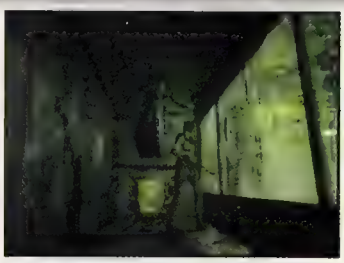
Yes: Rebecca plays. Leave the room.

No: **Rebecca plays. As you leave, Chris beckons Rebecca to finish, but she pleads with him to continue. Leave her to tickle the ivories.**

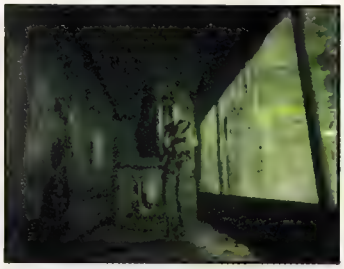
Head to the Dining Room, procure the Wooden Emblem if you haven't already, wander around the Main Hall, then return after three minutes. Rebecca's tune has improved. When you enter the room, she plays. "Practice makes perfect!" remarks Chris.



As the tune concludes, a wall panel grinds upward, revealing a hidden alcove overlooking the Conservatory. After you have the Wooden Emblem and a free space in your inventory, head inside.

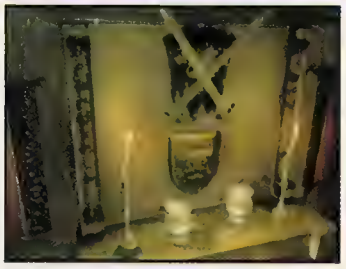


Inside the alcove is a green stone statue containing a Golden Emblem. Next to that is a tattered book—the diary entries of George Trevor, the mansion's architect. It details some terrible events.



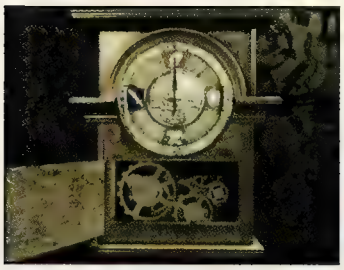
Take the Golden Emblem from the base of the statue. Behind you, the wall you opened closes. You're trapped unless you replace the Golden Emblem or the Wooden Emblem. The wall rises. Escape with the Golden Emblem,

As you emerge from the secret room, Rebecca asks if you were OK in there. Chris answers "yes." If you leave and return, Rebecca asks you this again. Leave Rebecca in the Music Room, and head to the Dining Room.

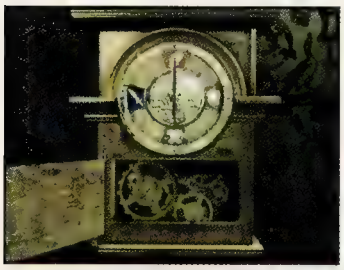


heading to the first floor Dining Room. Place the Golden Emblem atop the mantle in the recess where the Wooden Emblem was. Behind you, a panel on the front of the ticking grandmother clock opens.

Head to the clock, pausing to look at the painting to the left of it. It shows two cavaliers engaged in a sword battle. The green fighter has his long sword against his foe's head. The red fighter has his smaller blade near his opponent's breast. Is this a clue?



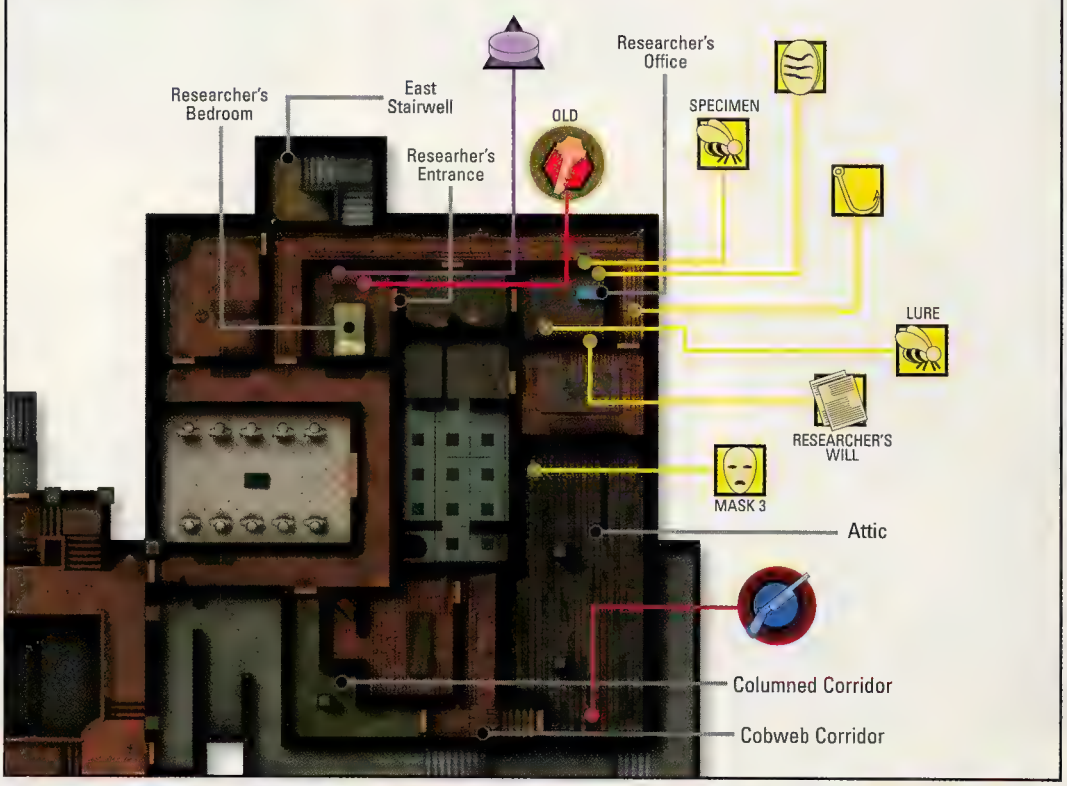
Check the clock. It shows the time at 12 o'clock. The clock's face is unusual. In place of the number 12 is a helmet against a red background. A shield against gold replaces three, a green suit of armor replaces six, and a dark blue sword replaces nine.



The puzzle is simple—the red fighter coincides with the red helmet. The green fighter coincides with the green armor. So the large sword pointing at the head translates to the large hand pointing at the helmet, or 12. The small blade pointing at the torso translates to the small hand at the armor, or six. Move the small hand twice (it only moves in quarter hour increments) in either direction (remember that the large gear moves the small hand), until the time reads six o'clock, and let the clock chime. It shifts to the right, revealing a tiny alcove containing the Shield Key.

Snakes Alive!

Mansion 2F



The Shield Key is used in one specific area of the mansion—to unlock the door in the Cobweb Corridor that leads to the Attic. Save before you continue.

Choose the East Storeroom as your preferred saving spot. When you reach there (via the U-shaped Corridor and stairwell), read the note Wesker left on the adjacent wall. These new items are available after you obtain the Armor Key. Chris has been here.

Item Addendum

After you enter the East Storeroom, Wesker resupplies you. Place these items in the Item Box, and save your progress. Then take your Shotgun, shells, and health with you.

Item Addendum

After you enter the East Storeroom, take your Shotgun, shells, and health with you. If you failed to rescue Richard, keep the Blood Serum.

Head to the Columned Corridor room, and into the Cobweb Corridor. Watch out for a Crimson Head if you didn't finish off the earlier Zombie! At the top of the steps, use the Shield Key to open the Attic door. Discard the key.

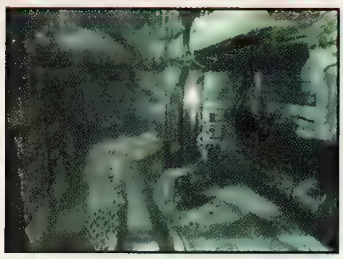
Warning! Yawn

S.T.A.R.S. Alignment

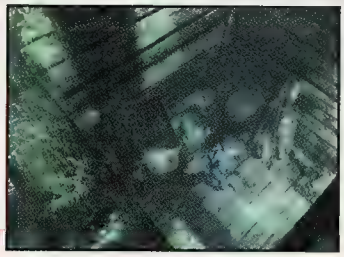
Did you reach Richard Aiken with the Blood Serum in time for him to survive the snakebite?

Yes: **Richard appears, brandishing a silver pump-action Shotgun, and readies himself for a little payback. The two of you can fight this beast!**

No: **You're on your own—only you can fight this serpent!**



During the fight, you can pick up two items at any time. For the first item, check the shelf in the southwest corner of the room (Easy mode).

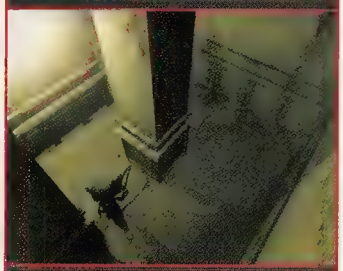


The other item is the third Death Mask. This one has no nose. Place it into your inventory, then stand and fire at Yawn, or leave the Attic via the only door in the southwest corner.

S.T.A.R.S. Alignment

If you fled the combat arena, was Richard Aiken fighting with you?

Yes: **You hear a scream. Return, and Yawn has eaten Richard. Face Yawn alone!**



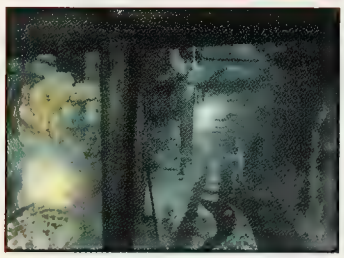
No: **Yawn slithers about the Attic. Choose to conserve ammunition and ignore it. Head to the Columned Corridor.**

You Stay for the Fight: **Richard shoots Yawn's scaly hide, and you should, too.**

After some well-aimed Shotgun shells, providing Richard is fighting alongside you, Yawn falls to the ground.

You both lower your guard, but this bio-engineered monster was playing possum—it rises and strikes at you! Richard pushes you away from Yawn's fangs...and it eats Richard!

Yawn swallowed Richard whole, but he dropped his Shotgun (if you saved Richard with the Blood Serum and both battled Yawn). Pick it up. This is an improvement over your other Shotgun—it houses ten shells instead of six and fires faster. Use this Shotgun from now on.



You can either unload on Yawn, or run from the chamber. After another 6–10 shots, Yawn retreats out of sight onto the mansion's roof. Exit the Attic.

Chris receives no help combating this snake. Unload Handgun blasts until Yawn retreats.

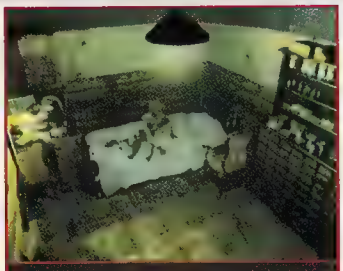
Because of its size and lack of maneuverability, Yawn is susceptible to Survival Knife strikes! Dash to the beast's sides or tail end and slash, then retreat when it turns to face you.

S.T.A.R.S. Alignment

You stagger out of the Attic. Did Yawn bite you during the battle?

No: **Exit to the Columned Corridor. Watch out for an enemy standing where Richard once slumped. It follows you into the U-shaped Corridor if you don't dispatch it. Head for the East Storeroom and save your game.**

Yes and Richard Helped in the Attic Battle: **Run from the Columned Corridor to the Medical Storage Room (1F) and consume the Blood Serum you found for Richard. The route there is the same.**



Yes and Richard Died: You're too weak to walk and you slump to the ground. Somebody picks you up and deposits you on the bed in the Medical Storage Room (1F). Who was that?

S.T.A.R.S. Alignment

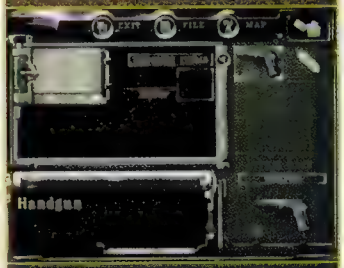
You limp out of the Attic. Did Yawn bite you during the battle?

No: Exit to the Columned Corridor. Head for the East Storeroom and save your game.

Yes and Richard Died: You stagger around. If you have the Blood Serum, take it. If you don't have the Blood Serum, return to the Medical Storage Room where you obtained it earlier, and ingest it. Save your game. If you take longer than four minutes, you die.

Yes and Richard Lives: Rebecca appears by your side. Chris slumps to the ground at the foot of the steps. It is up to Rebecca to race through the mansion to save him!

Rebecca's Initial Inventory

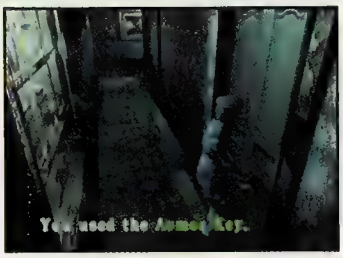


Rebecca starts this four-minute mission with a Fine health rating. She is armed with a Handgun. She also has a First Aid Spray.

Follow the route to the Medical Storage Room, taking care not to be mauled by Zombies on the way. Grab the Blood Serum, and race to Chris in the Cobweb Corridor. You cannot save the game as Rebecca, although you can visit any of the unlocked mansion rooms.

If Rebecca makes it back, she injects Chris, and he staggers to his feet, complaining of a headache. If you take longer than four minutes, Chris loses consciousness, and the game is over.

Now controlling Chris, leave Rebecca in the Cobweb Corridor. If you talk to her again, she looks up and says, "Thank god I made it in time!"



Head to the East Stairwell and ascend to the second floor. Follow the corridor to the east, but stop before you turn the corner to the Withdrawing Room. Turn and unlock the door in the south wall.

Before you go any farther, make sure you have two item spaces free in your inventory. Step into the Researcher's Entrance. Ignore the Red Herb (and Green Herb on Easy mode), and unlock the door to the east with Lockpicks (Jill).

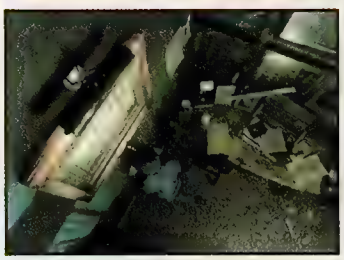
Without Lockpicks, Chris cannot enter the Researcher's Office. Turn and head west, into the Researcher's Bedroom. Take the Old Key from the middle of the clothes drawer on the north wall, and unlock the east door with it.

S.T.A.R.S. Alignment

Is Richard Aiken dead? Did you meet Barry on the East Outer Balcony near Forest's corpse? Did you fight Yawn? Are you collecting Blood Serum for Richard? Did you meet Richard yet?

No: You walk to Barry Burton examining a file in this Office. After scaring Barry, you inspect the Researcher's Will. The most important part of this document has been torn off.

Yes: Barry is nowhere to be found. Head to the desk in the east of the room, and grab the Researcher's Will.



The Researcher's Office is filled with preserved insect specimens, as well as ornate fishhooks. Examine the framed hook collection on the east wall, and take the Fishhook.

Turn, and check the frame filled with insect specimens on the north wall. One of these looks out of place. Take the Lure of a Bee and combine it with the Fishhook to form the Complete Lure of a Bee.

Turn and head for the west wall, to the frame filled with bait at the left of the door. Take the Bee Specimen, place it in your inventory, and reattach the complete Lure of a Bee on the frame.

Complete the puzzle by heading to the insect specimen frame, and attach the Bee Specimen onto it. Press the switch when prompted to do so. The frame slides back revealing a secret panel! Inside is a Wind Crest.

After the panel slides back, you recoil as the Bee Specimen struggles from its hook and makes a beeline for you! This vicious Giant Bee is a nuisance. Take the Wind Crest and leave this room.

NOTE

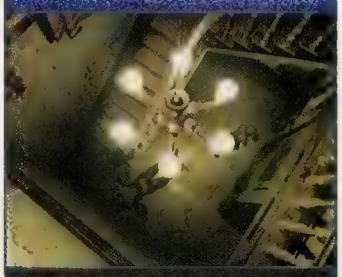
Although you don't need to return to the Researcher's Office, you can. Back against a wall and fire three shots.

At the Researcher's Entrance, take the Red Herb (and Green on Easy Mode). Run west and open the door leading to the Researcher's Bedroom.

Inside this candlelit chamber is a green plastic box on a chair (not on Hard mode). This is a First Aid Kit. Examine it from the top and it opens, revealing a First Aid Spray.

The remainder of the room yields an Old Key on the clothing cabinet (which Chris needs to open the Office door), and a set of Ink Ribbons on the cabinet in the northwest corner. Check the west wall on the far side of the bed. Return to the Storeroom.

Item Addendum

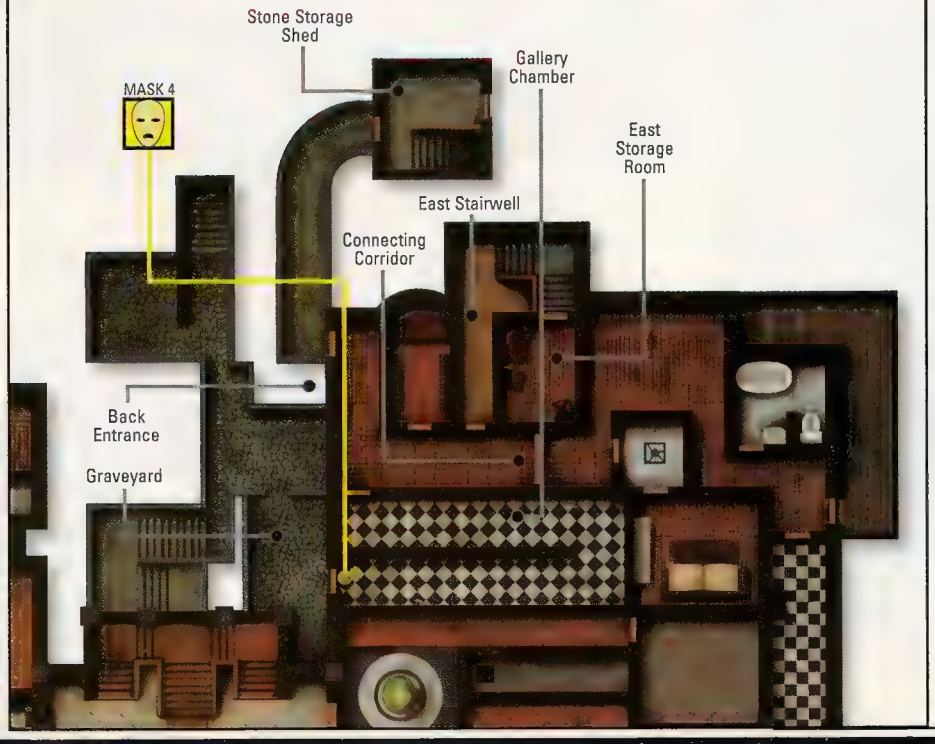


In the Storeroom, save your game, then take the Shotgun, some health, and the three Death Masks. Make sure you have a free inventory slot.

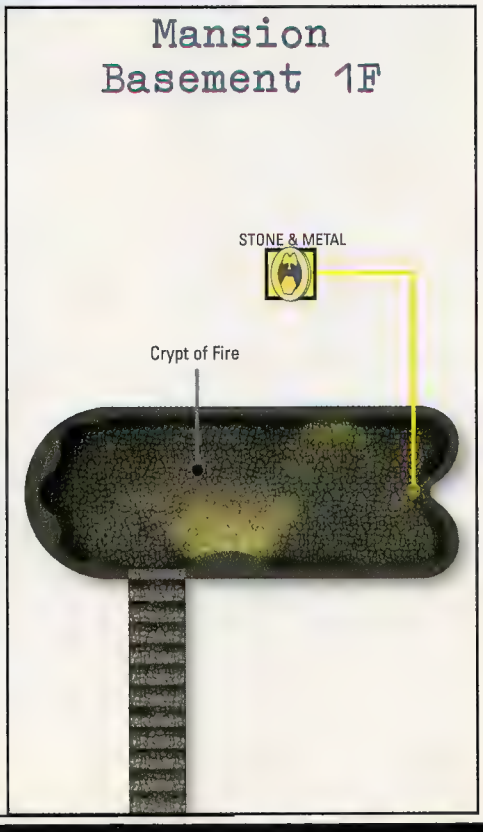
Make your way to the Connecting Corridor via the East Stairwell (or East Wing Corridor), and head for the southwest door. Unlock it with the Armor Key. This is the last time you use this, so discard the key.

Masks of the Red Death

Mansion 1F



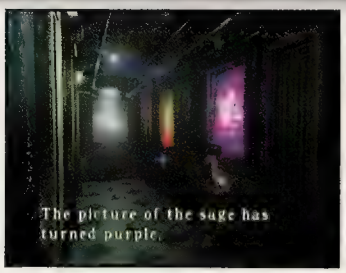
Mansion Basement 1F



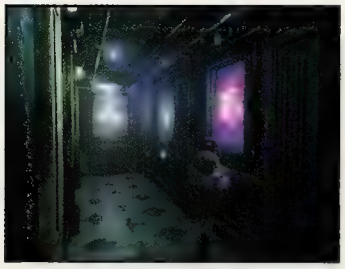
You enter the Gallery Chamber, a narrow U-shaped room with three stained glass pictures on the south wall. From west to east, they are a valiant wearing a bracelet, a sage wearing a necklace, and a saint wearing a crown. Ignore the cawing Raven, and continue.

When you reach the end of the gallery, inspect the stained glass picture of a young woman wearing an orange crown, a purple necklace, and a green bracelet. This is Lisa Trevor, the daughter of the mansion's architect.

If you fail to choose the three correct colors, and attempt to activate the switch under Lisa's picture, the eight Ravens perched on the spotlight railings peck you. If this occurs, leave the room and re-enter it to reset the puzzle and stop the birds' attack.

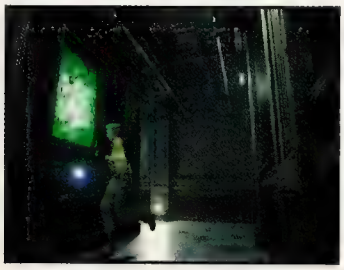


To solve the puzzle quickly, enter the room, and flip the spotlight on the valiant from the north side (to orange). Run to the south passage area, flip the south spotlight on the saint (to green), move to the sage, and flip the south spotlight (to purple). The puzzle is complete!

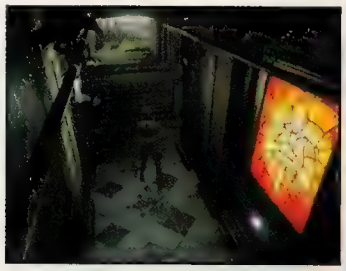


As you round the corner, spot the other side of each of the pictures reflected. On each side of the viewing chamber is a spotlight that shines onto the stained glass. All the spotlights are off at the moment.

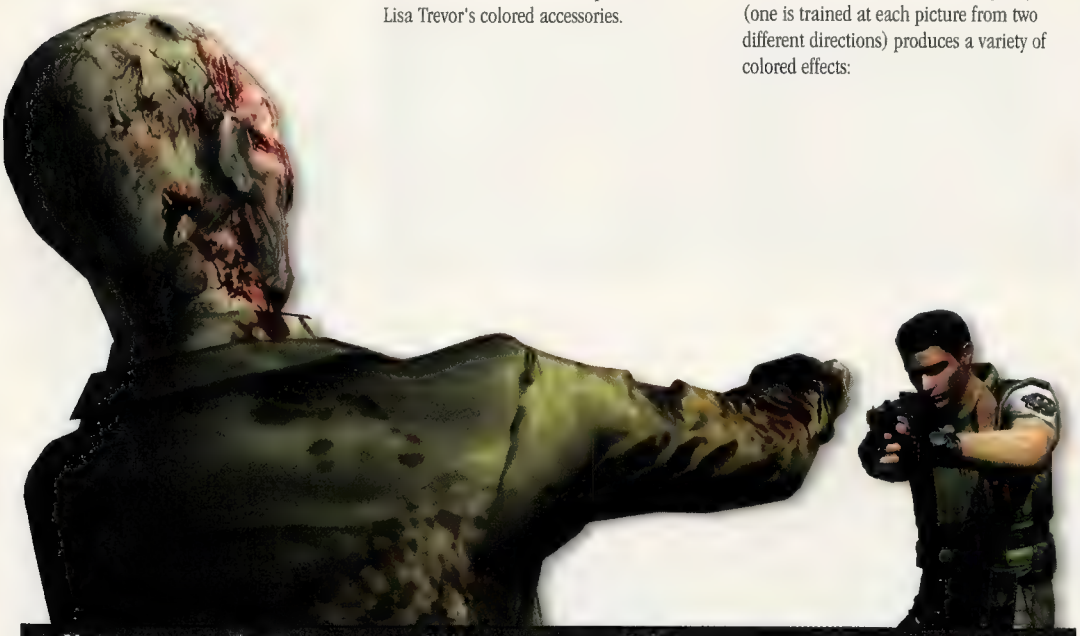
There is a puzzle to solve here. You can activate and remove the picture of Lisa Trevor, allowing you access to the object you spotted earlier in the Graveyard. You must match the color of the three pictures with Lisa Trevor's colored accessories.



The picture of the valiant needs to be orange to match the bracelet. The picture of the sage must be purple to match the necklace. The picture of the saint must be green to match the crown. Switching the spotlights (one is trained at each picture from two different directions) produces a variety of colored effects:



Flip the switch under the picture of Lisa Trevor, and the wall grinds upward, revealing the small gated area of the Graveyard. Take the final Death Mask (this one has no mouth), and unlock the gate to the Graveyard with your Lockpicks (Jill). Chris needs an Old Key, from either the Kitchen or the Researcher's Bedroom.

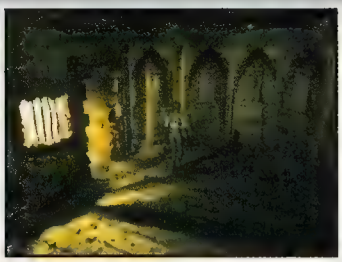


Glass Window Type	Color (No Spotlight)	Color (North Spotlight)	Color (South Spotlight)	Color (Both Spotlights)	Desired Color
Valiant with Bracelet (Near)	Yellow-Green	Orange	Green	Multiple Colors	Orange
Sage with Necklace (Middle)	Red	Bright Pink-Purple	Purple	Washed-out Rose	Purple
Saint with Crown (Far)	Yellow	Orange	Green	White-Purple	Green

TIP

Now that the Graveyard gate is unlocked, run back and forth from the connecting Corridor to the Main Hall. Use this route later in your mission; it saves a lot of time and helps you avoid combat!

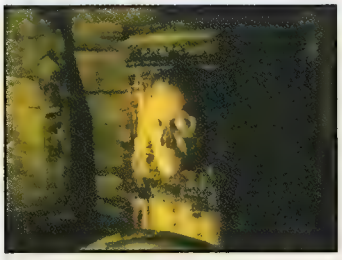
With firepower and all four Masks in your possession, head into the Graveyard, and down the long flight of steps to the mechanical Crypt of Fire. Those two Zombies are still prowling if you avoided them earlier!



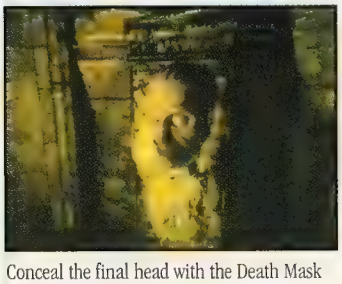
After you're inside the crypt, pay close attention to the four head carvings on the west wall. You must cover each with the appropriate Death Mask.

Cover the first head with the Death Mask with no eyes. The large suspended coffin to the east of the room shakes and sways!

Cover the second head with the Death Mask with no face. When this happens, the coffin snaps from its lower restraints, rocks to and fro, and pours blood!

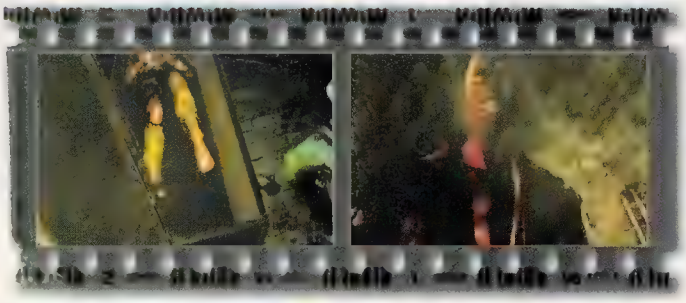


Cover the third head with the Death Mask with no nose. The coffin sways, and more blood seeps out.



Conceal the final head with the Death Mask with no mouth. The coffin drops to the ground, causing Jill to turn in fright.

Warning! Crimson Head Elder



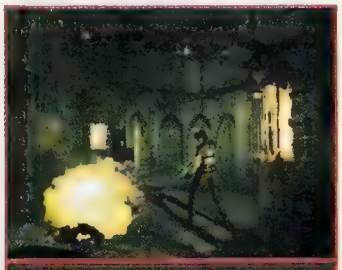
Investigate the large iron coffin that slammed into the crypt ground. Amid the cockroaches and filth lies a body with crimson skin.

The entrance to the crypt is sealed by a descending gate! Jill runs to check it. A creature rises from the coffin, clad in broken chains and tattered clothing!

This is an Elder Crimson Head armed with sharp fangs and talons. A green mist surrounds its head. It dashes forward to attack you!

Turn and aim at the creature. Fire a grenade (Jill) or Shotgun blast (Chris) at it. Turn and run from its claw attack. This beast attacks like a Crimson Head, but it's twice as tough!

If you don't have grenades, use your Shotgun, although you need twice as many shots to take down the Elder Crimson Head. If you need more ammunition, move to the south wall near the coffin for some goodies. Keep combat on the west side of the crypt, as the Crimson Head is easier to track there. If you're fighting with a Handgun, run, fire, run again, and fire once more to avoid being swiped at.



Two grenades are enough to temporarily drop it, but it gets up again! Place one more grenade into it, and it collapses. The music stops!

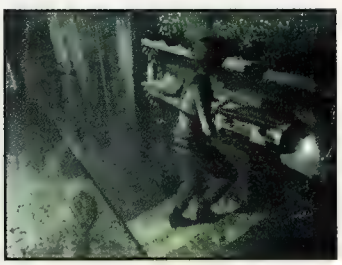
After the fight is over, inspect the coffin in which the creature was confined. Inside is a Stone-and-Metal Object. Take this and press the switch to remove the barred gate. Head back through the Gallery to the Connecting Corridor.

Item Addendum

Save your progress in the East Storeroom. Before you leave, make sure you have a Shotgun and ammo, a small amount of health, the Stone-and-Metal Object, and the Wind Crest. Keep two inventory spaces free.

From the Connecting Corridor, head north along the dark passage area to an iron gate door, and head through. You appear in an outside passage—the mansion's Back Entrance. As you run north, you hear a rustling in the bushes, and a Cerberus leaps at you!

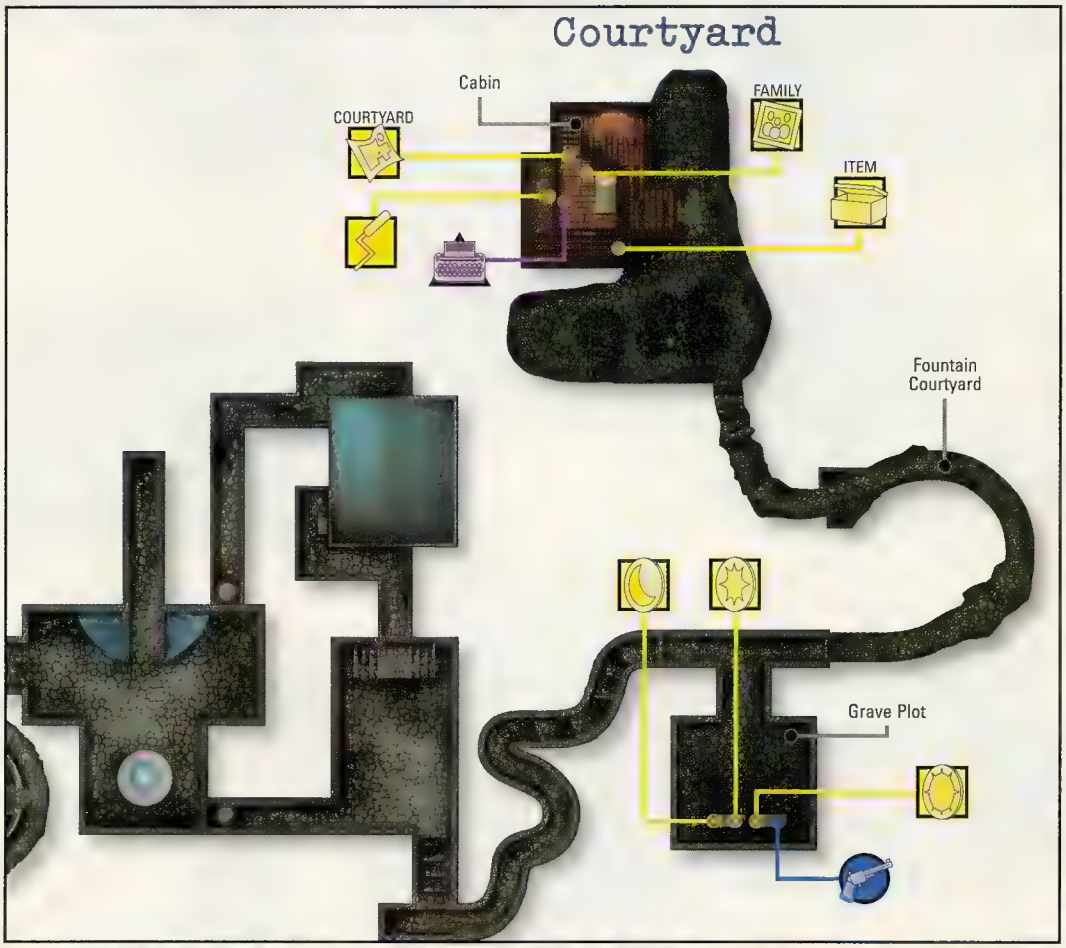
Ignore the hound, and run to the indentation at the left of the locked metal door. Place the Stone-and-Metal Object in the recess, and the door unlocks. You can remove this crest at any time, but the metal door will lock again.

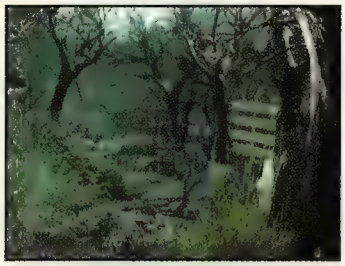


Head into the Stone Storage Shed.
Inside the shed, check the northwest corner for an item, and the steps along the south wall for a Battery Pack (Jill), Flash Grenade (Chris), and First Aid Spray. Although there are two unlocked exits, take the south door—you're heading for a lonely cabin in the woods.

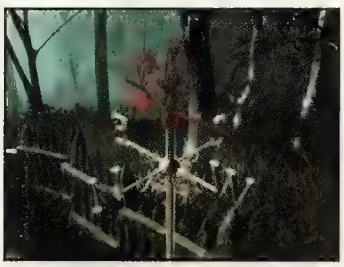
Cabin Fever

Courtyard





Leave the Storage Shed, and travel along a pathway leading into thick woodland. Check the signpost to your right to receive information.



Farther down the soggy path on your right is a red weather vane. Spin the vane to activate a large statue of the mythical Cerberus—the legendary three-headed dog. The statue shifts to face the direction you stopped the vane.

Did you receive the radio from Richard? If Jill did, Barry radios in as you near a water spring. If Chris did, Wesker calmly radios. Through the static you hear that there's a monster outside the mansion, and it's impervious to bullets!

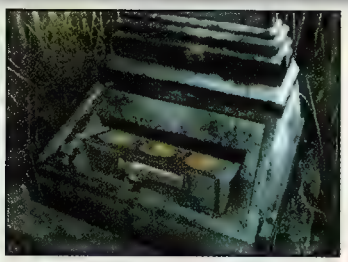
Farther down the path is a second weather vane. This one is blue, and if you spin it, a second Cerberus statue (this one with blue gem eyes) grinds to the direction you chose.

You reach the gate flanked by the statues. Read the information on the gate and statues—with this, you can solve the puzzle. Turn the red weather vane west, and the blue one to the north.

Once through the gate, you appear in a Grave Plot. Investigate the two stone graves to the south. Ignore the Ravens that attack you.

Examine the right gravestone; you spot a crest-sized indent in it. Slot in the Wind Crest you found in the Researcher's Office. The panel rotates, revealing three more crests.

Take as many Sun, Moon, and Star Crests as you can, and step to the left grave. This has three crest-sized indents. However, when you try to slot the crests in, they fail to fit.

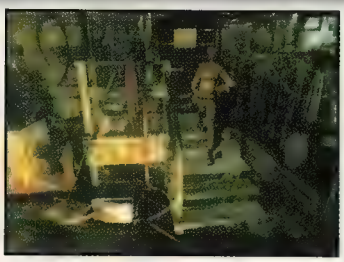


Look closer at the crest indent in the grave, and you see extra indents. Examine the back of each crest; the Moon Crest has two metal brackets that extend, the Star has a cross, and the Sun three brackets. Activate all three crests and slot them into the left grave. This panel reveals a Magnum. Take this, but don't use it!

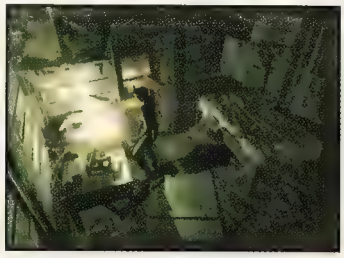
Ignore the pecking birds, head onto the main path, and go west out of the Grave Plot. As the metal gate closes, you hear groaning and chain rattling. This sounds like the beast you heard under the steps in the Main Hall.

The wooded path is temporarily empty of Zombies, so run through the trees until you reach the point shown here. Head to the right as the path forks.

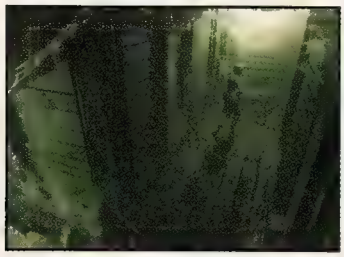
After climbing the decaying wood steps, you reach a small Cabin. Check under the front gable for something good (Easy mode). Head up the steps, and enter this unstable wooden hut.



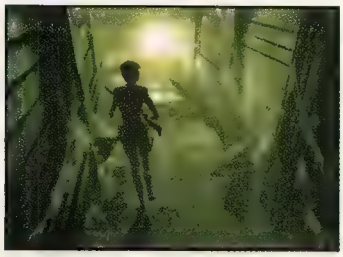
Ascend the steps in the northwest corner, and take the Courtyard Map from the wall shown here.



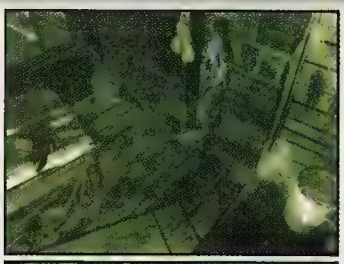
Move into the bedroom and find the fragment of a Family Picture and a note. Does the Trevor family still reside in these parts? Ignore the Typewriter for now.

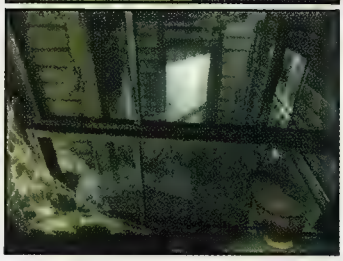


Step into an unfinished hallway, and open an Item Box. Place the Magnum, and take the Ink Ribbons. Head west.



At the end of this passage you drop to a lower passage ending in a boarded-up hole. This leads downward, but you cannot move the wood. Take the Square Crank that lies on top of the wood.





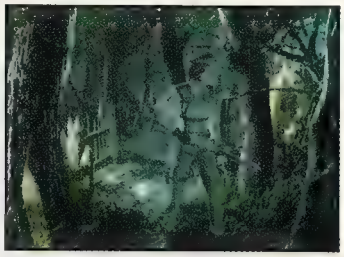
Return to the bedroom. As you enter, you hear the front door slam. Whoever lives here has returned! Move to the window and look through. Some hunched and foul *thing* is trudging into the cabin. Save your game!

Warning! Lisa Trevor

Lisa is a hideous sight. She lashes out with a double-handed club. Three of these blows will see you to your grave, so avoid them!

Plant three Shotgun blasts into Lisa, and she wavers and falls to the ground. Masses of tiny swarming tentacles cover her body. She soon begins to rise from the dead.

Hug the fireplace wall, run straight past Lisa, and don't look back! With the Square Crank in your possession, flee the Cabin and head through the Cabin Woods.

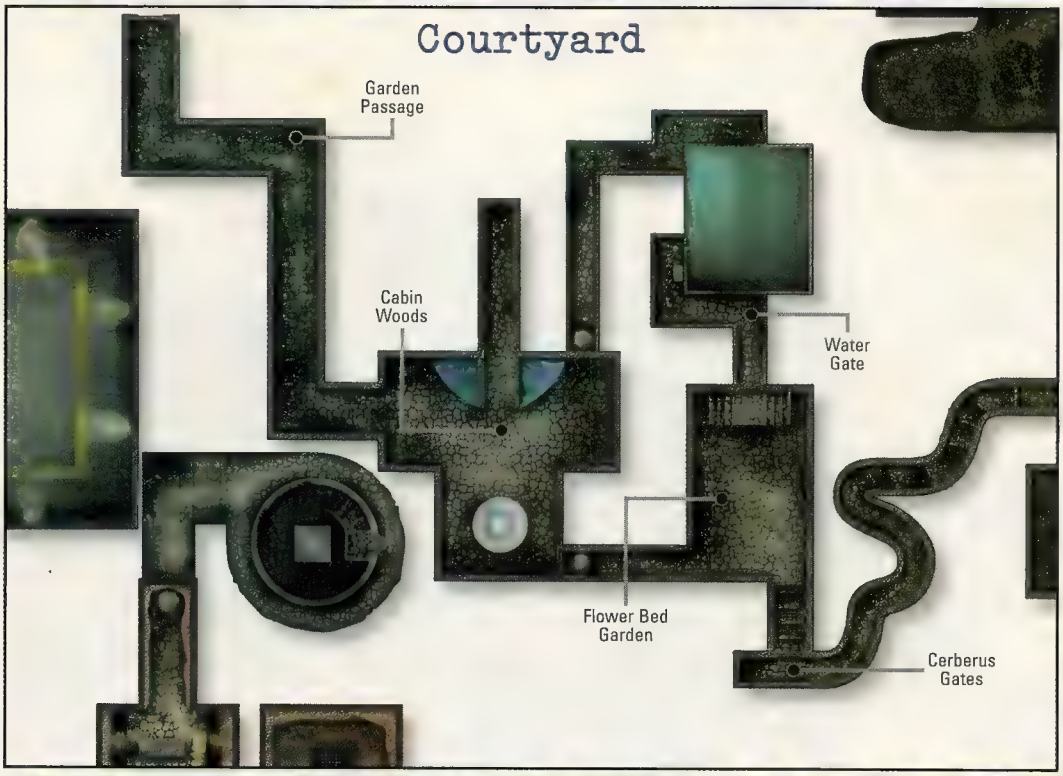


When you reach the point shown, swerve and avoid an appearing enemy. Down it with gunfire, or avoid it. Don't stop until you reach the Stone Storage Shed!

NOTE

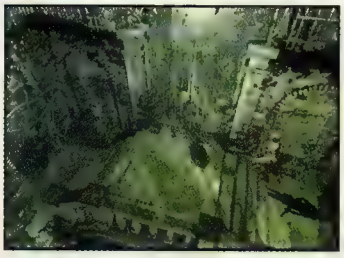
If you return to the Cabin after fleeing Lisa, she will be gone. Head to the shed.

Hounded Up the Garden Path



Once inside the shed, head up the steps, and head through the double doors to the east. You appear in the Flower Bed Garden. Make sure you have the Square Crank.

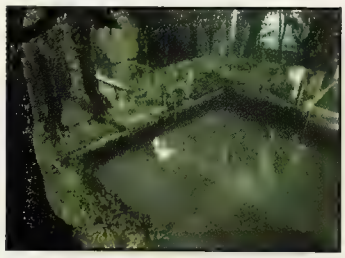
Did you receive the radio from Richard? If you did, Brad (the S.T.A.R.S. Alpha Team helicopter pilot who left you to fend for yourself) cuts in through the static, asking for member positions. You can't get through. Is the radio broken?



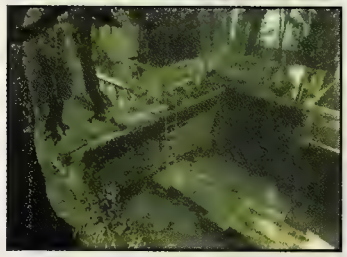
Enter the Flower Bed Garden; you spot two prowling Cerberus hounds. Another lies ready to pounce in a passage to the west. Down one dog and run north up the steps and through the gates.

You may destroy the dogs if you have enough ammunition. If you're low on health, you'll like what's in the pot on the east wall (Easy/Normal modes).

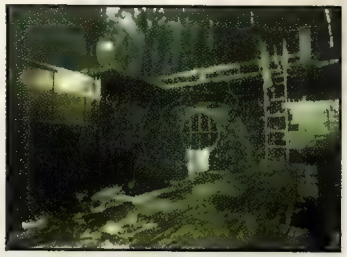
You can explore the passage to the west, which ends in a covered tunnel and an elevator shaft. The elevator is missing.



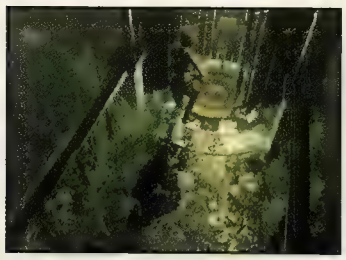
Head into the Water Gate. Ahead is a large holding tank. A ladder leads down into the water, but you cannot swim or progress any farther.



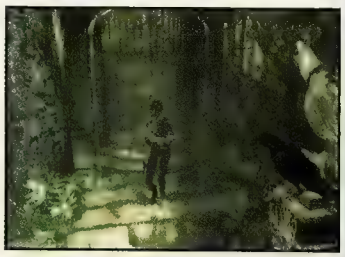
You need to drain the water. Follow the path to the west and north until you reach a sluice gate mechanism. Use your Square Crank to open the gate. After three turns, the gate opens, and the tank's water drains out. The way is now clear to continue. If you use the Crank again, the water refills.



Head down the ladder at the south end and across the slippery stone flagging at the bottom. Climb the identical ladder on the north side.

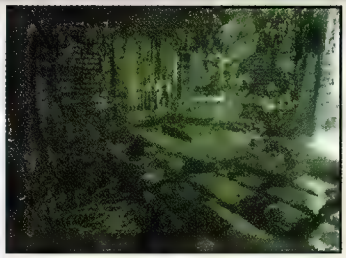


Once at the top, follow the path over a bridge to a rusting iron elevator. Take the elevator down.

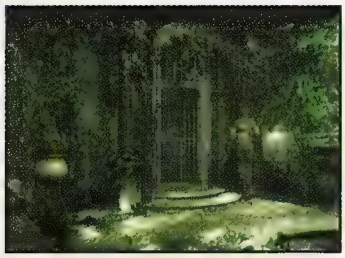


Step into the Fountain Courtyard. Next to you is a Blue Herb Planter, with enough poison antidote for three healing sessions (Easy mode).

Arachnid Attack!

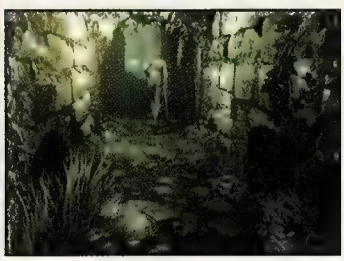


This courtyard holds half a dozen Ravens that intermittently attack. Run west past the fountain, and open the iron gate in the northwest corner.



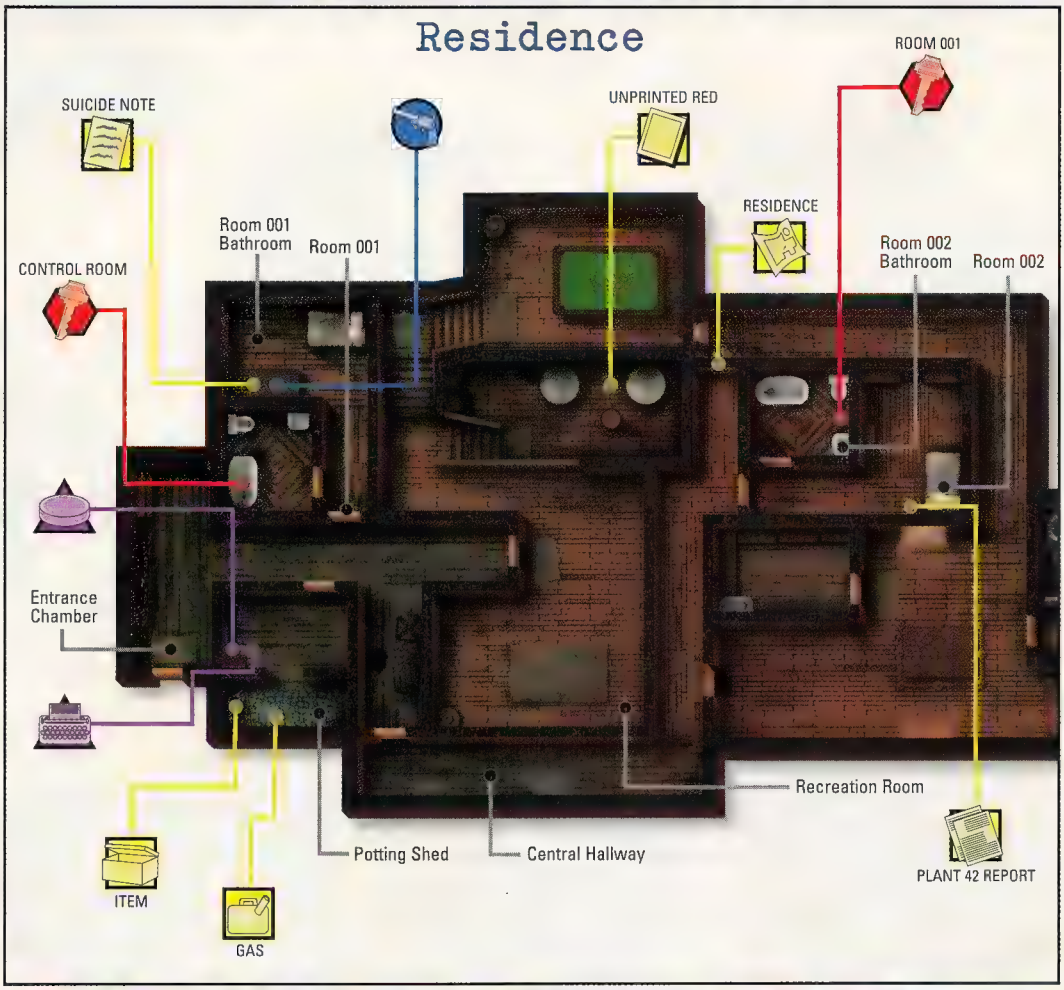
Investigate the southern part of the garden. Find the item (Easy mode), then head down the steps, and check the south elevator. If it has power, it will move you to the western tunnel in the Flower Bed Garden.

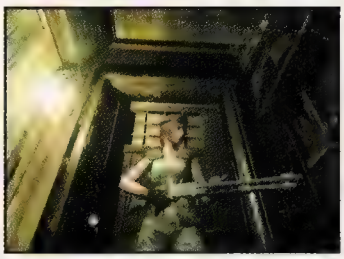
Pick up the item in the Garden Passage (Easy/Normal modes). Follow the path up to an outbuilding in the Fountain Courtyard's far northwest corner.



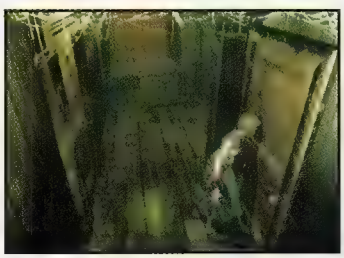
Along the way, two sets of four Garden Snakes drop out of the vegetation above you. Each one takes a pistol shot to dispatch, but if one bites you, you're 50 percent likely to be poisoned. Run past the Snakes and enter the outbuilding.

Residence



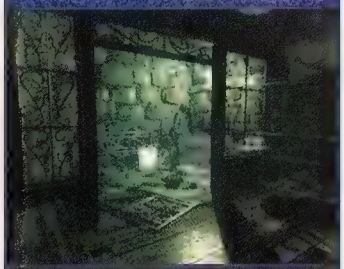


You are in the Residence that the facility's workers used as a recreation area. As you enter the Entrance Chamber, head north and take as many Blue Herbs as you need. Leave one where it lies and place the rest in an Item Box.

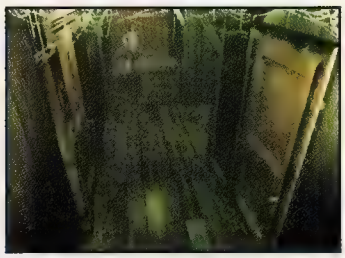


Head east along a narrow wooden passage. The door marked 001 is locked, but three others are not. First enter the door to your right (south).

Item Addendum

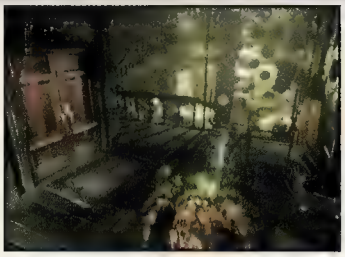


This leads to a Potting Shed that doubles as a save room. Near the Typewriter is a First Aid Spray (Easy). Nearby is a Battery Pack (Jill), a Flash Grenade (Chris), and Ink Ribbons (3). Rearrange your inventory so you have three spaces in it (you don't need the Square Crank or Magnum, but you do need the Lighter; refill your Fuel Canteen at the Gas Canister if you wish).

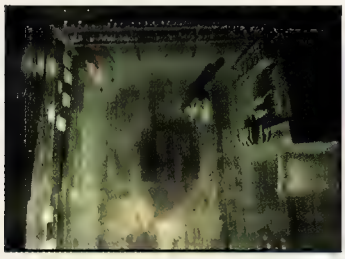


Exit the Potting Shed, head east to the corridor's end, and open the double doors. Ignore the small crate and the broken floorboards for now.

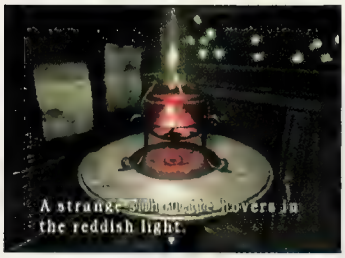
As you close the double doors behind you, a Tarantula scuttles onto the doors, blocking your escape! Run forward, turn, and fire!



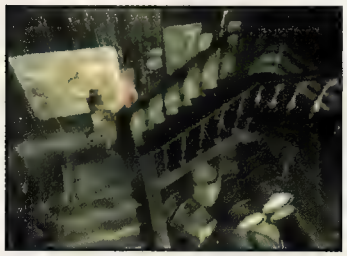
Although it is large and hairy, this Tarantula succumbs to simple Handgun fire after approximately six shots; this is the preferred weapon against Tarantulas. Tarantulas spray poison, so don't linger in one place!



If you become poisoned, finish the battle, then head to the Entrance Chamber—you will find something that will help. Head to the large Recreation Room, and pick up the item there.



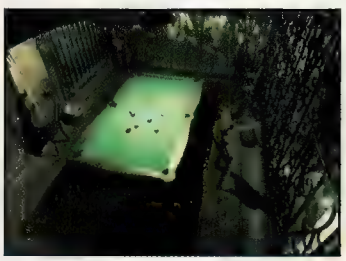
Head to the southwest corner and inspect a strange-looking red candle. Use the Lighter to see an odd symbol reflected on the table below. It is an eye, blank or with a pupil, with zero, two, or four eyelashes. Remember to associate this symbol with red.



Head north, to the main balcony of the Recreation Room. Get the item there (Easy/Normal modes), and to the two sets of stairs.

Head upstairs to the raised pool room at the top of the steps, and move to the northwest corner. Light the orange candle. This throws the shadow of an eye, blank or with a pupil, with zero, two, or four eyelashes. Remember to associate this symbol with orange.

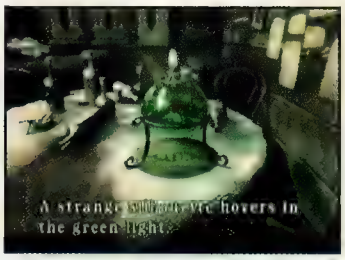
Inspect the pool table. Five pool balls pique your interest. They are blue ball 2, red ball 3, purple ball 4, orange ball 5, and green ball 6. Remember the numbers and the corresponding colors.



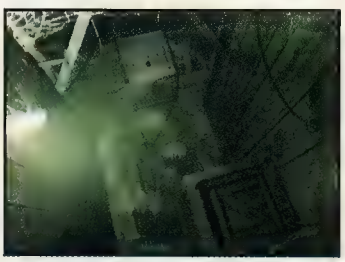
A Tarantula moves along the wrought iron railing to the south. One pistol shot drops it down to the lowered bar area.

Head downstairs toward the bar. Fire Handgun shots at the second Tarantula until it expires. Move down the stairs. With expert aiming, you can destroy this creature in two shots—one to knock it from the balcony, and the other to down it completely!

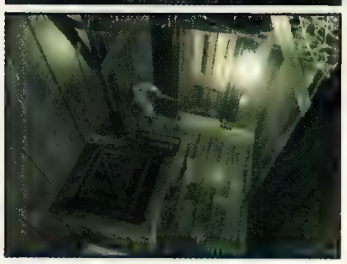
Move into the bar area, and retrieve the Shotgun Shells from the west table (Easy/Normal modes). Then hit the bar itself, and procure a First Aid Kit with a special item mix. Take a Red Book called *Bandage with Blood*.\



Light the green candle lamp on the east table. Appearing on the tablecloth is the image of an eye, either blank or with a pupil, with zero, two, or four eyelashes. Remember to associate this symbol with green.



Your recon of the Recreation Room is complete; return to the Entrance Chamber. You see a small crate. Push it forward four times until the camera angle changes.

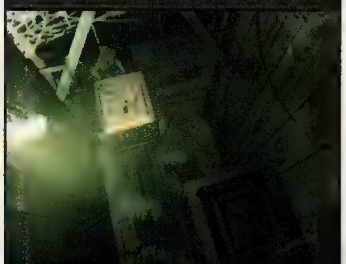


Push the crate to the south so that it covers the top right hole in the wooden floor and rests against the larger crate. Use the small crate to leap onto the larger one. From here, descend onto another small crate, onto the floor, and to the final unlocked door of this area.

S.T.A.R.S. Alignment

Did you ignore the box, or push it into an incorrect position?

Ignored It: **A snaking tendril lashes out from the darkness and grabs you around the neck! Struggle free at once!**

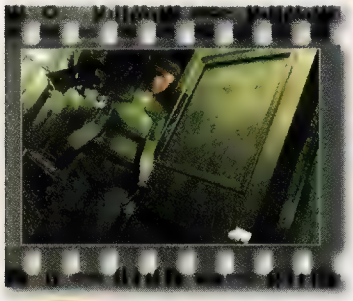


Incorrect Position: **A feeler still can reach and strangle you. Every time you scramble over this low crate, you'll be struck! Don't place that crate here!**

Enter the Central Hallway, and run east along the corridor. Head north past a locked door leading to the Gallery. Pass an unlocked door marked 002.

At the far end of the corridor is a splintered portion of wall with a large piece of paper across it. Grab the paper to obtain the Map of Residence.

After this, you can peer through the crack in the wall. You spot a giant beehive, and three huge Bees pour out of the hole and begin to swarm you! Leave this hole alone; if you release the Bees, keep moving so they don't congregate and sting you. Make a beeline for the door marked 002 and open it.



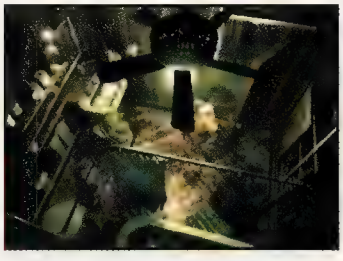
As Jill is about to open the door, she hears Barry inside the room talking to someone about destroying S.T.A.R.S.! Is his family being held to obtain his cooperation?

S.T.A.R.S. Alignment

Leave and Return: **Barry will be gone, leaving you alone and wondering whose side he's on.**

Open the Door: **A startled Barry claims that he was talking to himself. He then excuses himself—he's got monsters to waste outside!**

Now in Room 002, enter the Bathroom. On the shelf is a Room 001 Key. Take it. Did you hear a door open behind you?



As you attempt to leave the Bathroom, an enemy lurches in from the room passage. Barry must have missed this particular monster! Tackle this monster, or escape through the door.

Search the rest of Room 002. On a table along the south wall, find a report regarding a mutated specimen known as Plant 42. It's growing at an alarming rate!

Head north and push the smaller bookshelf on the left. Turn right, and shift the larger bookcase east. You uncover a secret metal ladder heading down!

Do *not* enter this ladder just yet—you have one more room to visit! The key you found in the Bathroom is inscribed with 001. Head to the Entrance Chamber, and open this room's door. Discard the key.

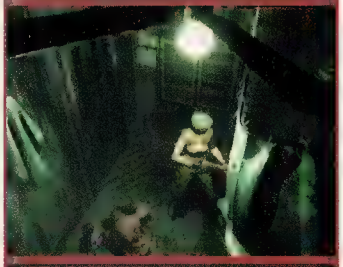
Inside Room 001, Jill stifles a scream. Move past the hanging body of the researcher and search the bedroom. Pick up the object on the chair (Easy mode), and another on the table.

On the table is a Suicide Note, written, you assume, by the recently departed researcher. Attached to the note is a Self Defense Gun, a rather old and valuable ornate .22 Magnum Derringer.

N O T E

This .22 Magnum Derringer is a one-shot Magnum. It cannot be reloaded, but it inflicts a single devastating shot. It takes out a Hunter one time only (or any Zombie you meet).

Equip this Self Defense Gun, with its single shell of ammunition (no other types of ammo can be loaded), and venture into the Room 001 Bathroom.



As soon as you step forward, you hear a sickening crunch and the rope snapping. Head out immediately to find that even after a hanging, the dead still walk!

S.T.A.R.S. Alignment

Are you armed with the Self Defense Gun?

Yes: **Fire at this creature. One shot ends this researcher's life, again.**

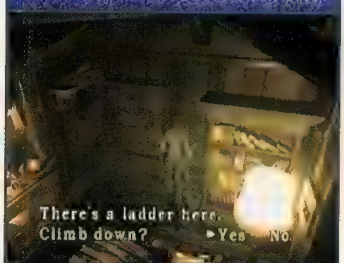
No: **Slam bullets into this fiend's hide until it falls. Headshots are good.**

NOTE

The hanging Zombie does not wake up during Chris's mission.

Head back into the Room 001 Bathroom with a weapon drawn, and drain the bathtub in the northwest corner. As soon as this empties, an unpleasant surprise awaits you. Deal with it, and pocket the Control Room Key.

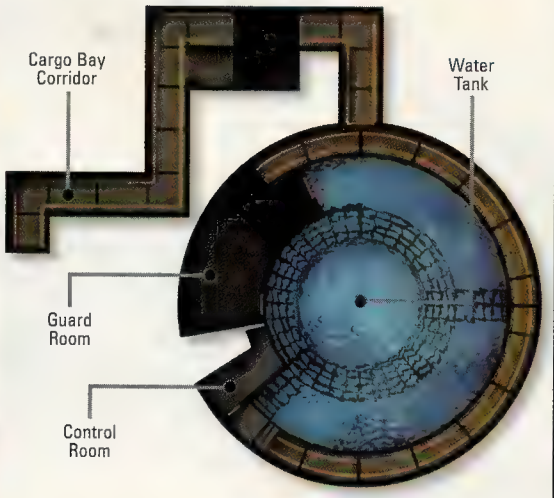
Item Addendum

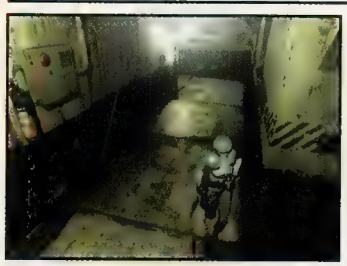


Head to the Potting Shed and save your progress. Keep the Control Room Key, the Shotgun and ammunition, and have some health available. Leave at least three slots free. You do not need the Unprinted Red Book yet. Head to Room 002, and climb down the secret ladder.

Bloodied Waters

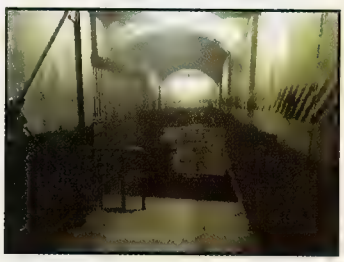
Watertank





With the Control Room Key in your inventory, head along the Central Hallway, into Room 002, and down the secret ladder. Umbrella Corporation has constructed a massive underground lair underneath the wooden Residence!

Follow the concrete corridor to the maintenance door. This is locked. Pass the three large crates; the way forward is blocked by a water-filled gap.



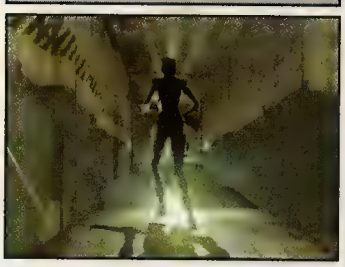
Fortunately, this gap is big enough to be bridged by three large crates. Push the one nearest the water off the ledge.

Heave the crate in the northwest corner into the gap. It falls next to the first crate.

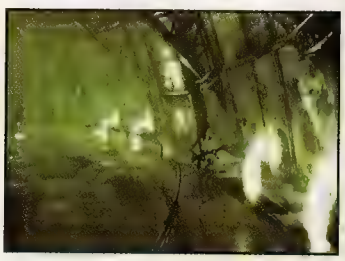
Push the third crate (near the maintenance door) until it hits the north wall. Push it east until it falls into place. You can now traverse the gap.

NOTE

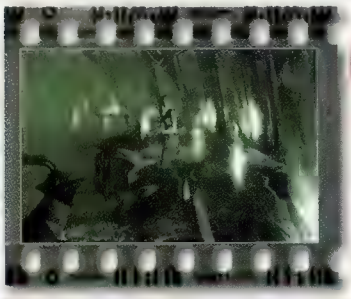
If you push the crates in the wrong order, touching crates become stuck and disastrous problems arise. If this happens, leave via the ladder, and return. The crates reset to their original positions.



Run to the northeast corner of the passage, and pick up the item there. If you complete the objectives to come, don't return to this part of the corridor. Wade into the water, and open the double doors.



A massive Aqua Ring water tank has ruptured, spilling millions of gallons of water into the tank containment area. The specimens in the tank also escaped...three powerful Sharks!



As Jill begins to wade clockwise around the tank, a swift-moving beast from the deep powers through the water, rushing to the surface at the sight of fresh meat!

S.T.A.R.S. Alignment

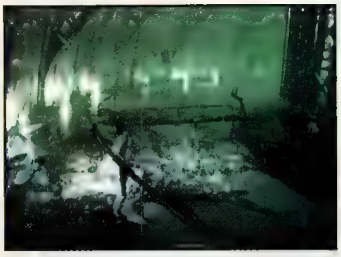
Did you save Richard's life by taking the Serum to him and Rebecca before the Yawn attack?

Yes: **Richard is standing in the central platform. Chris walks over to him. A black shape in the water launches out at Chris, and Richard dives to push it back!**

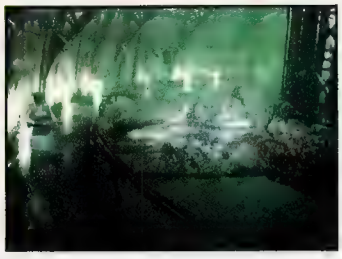
A massive shark known as Neptune dives onto Richard and swallows him whole! Chris staggers back to the outer balcony. The bridge is completely destroyed!

No: **As Chris begins to wade clockwise around the tank, a beast powers through the water, rushing to the surface at the sight of fresh meat!**

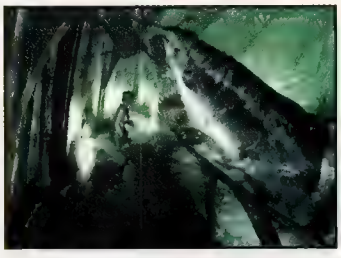
Get to the steps in the southwest corner, and unlock the Control Room doors with the Control Room Key.



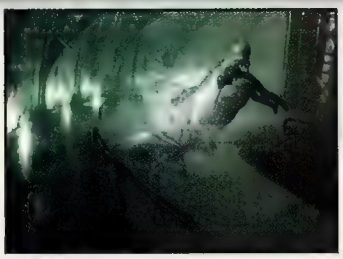
Wade as fast as possible, ignoring the Sharks as they nip you. They can clamp their teeth around your leg. Shake them off and continue, exiting as quickly as possible.



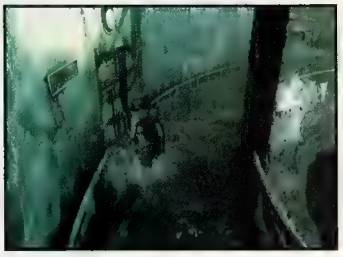
As the two smaller Sharks approach, fire on them with your Shotgun. As soon as you attack, the Shark retreats, but soon returns, along with the mother of all sea monsters. . . .



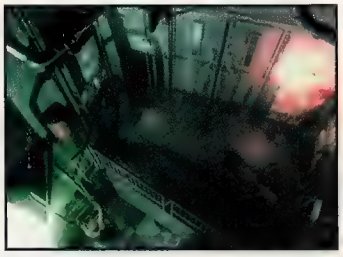
Spend too long in one area, and the king of the tank, a mutated and massive great white called Neptune, towers out of the water and slams down on the walkway. When you see this beast emerging, run immediately! Spend too long in a stationary position, and Neptune leaps out at you, killing you.



While Neptune is active don't stand on the bridge between the central and outer walkways for more than a couple of seconds— you'll be swallowed and torn apart from this location, too!



If you manage to wade to the west part of the central chamber, enter an unlocked Guard Room. Inside is a vast array of whipping root tendrils, anchored in the ceiling above.



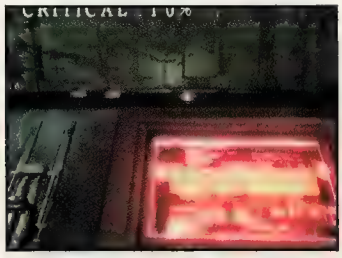
Inside the Control Room, clamber down the ladder to the main room below the water's surface. Head north.

Head around the table and pick the Aqua Ring Map (B1F + BF2) off the wall. Study it.

You need to lower the water level. This allows you access to rooms and kills the predators. Activate the water drainage computer.

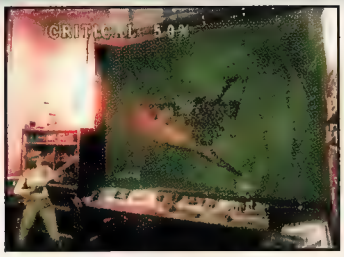
As the water drainage program starts, it is temporarily halted by Neptune, who crashes against the watertight window, attempting to destroy you and the entire room!

The central computer counts down the pressure levels. If the shark keeps ramming, the glass will shatter in moments! Activate the computer in the southeast corner.



This brings the door shutter controls online. Rush to the controls (behind the central pillar and ladder), and switch the lever. The protective barrier descends. . . and jams!

You need to reset the oil pressure! Rush to a set of pressure pipes, and even out the oil pressure to level 1 at less than 30 percent pressure, 2 at between 30 and 90 percent pressure, and 3 at 90 or more percent pressure. The green light indicates that the barrier has reset.



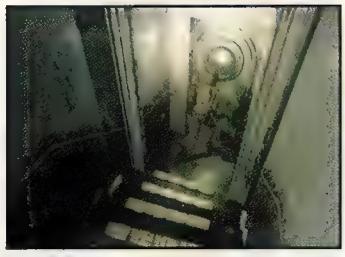
Run to the Control Room and release the safety again. Pull down the barrier control. This time, both barriers descend. But Neptune is still determined to break in!

You are safe, but you cannot leave the Control Room until the water drains. The maintenance door along the curved passage to the north is sealed tight, and the Control Room doors at the top of the ladder are locked.

Activate the initial water drainage computer. The water drains, and the computer switches off the alert. All exits are now unlocked.

N O T E

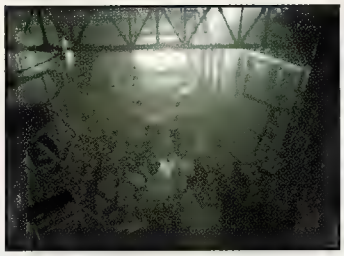
If the pressure reaches 100 percent, the weakened water-tight glass shatters under Neptune's constant pounding, and you are blasted with water before the giant shark eats you.



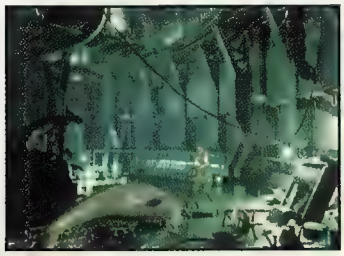
Once the pressure drops, pick up the First Aid Kit by the pressure pipes (Easy/Normal modes). You find an object that will improve your health. Leave via the maintenance door.

N O T E

The water has completely drained from the tank. The walkway you waded across is now a floor above the ground. In addition, the gap in the Cargo Bay Corridor is now a 50-foot drop. You cannot return the way you came.



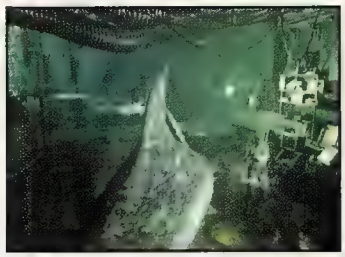
Instead, emerge from the maintenance door, and head into the Maintenance Passage. Search the southwest pile of dynamite crates.



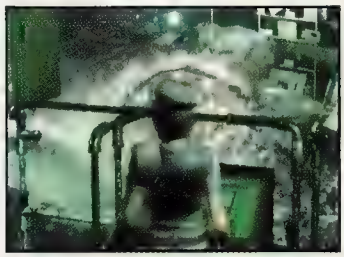
Head through the northeast doors. You emerge beneath the walkway you recently waded across. As the water drains, pass a floundering Shark. You can pop it a couple of times with your pistol until it stops moving. This Shark appears here only if you didn't kill any Sharks earlier. Now continue to the southern area.

If Richard saved your life and was consumed by Neptune, you find his Assault Shotgun. Use this as your preferred Shotgun!

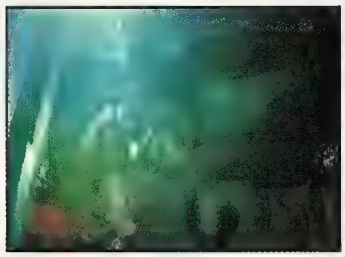
Warning! Neptune



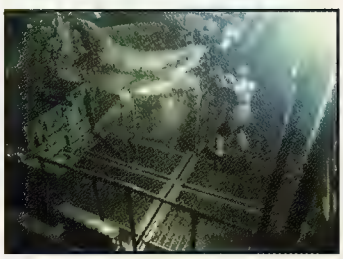
Step into the water of the Water Tank, and you'll see Neptune lying still in the water. Wade past the behemoth and clamber onto the gantry. Neptune cannot currently harm you.



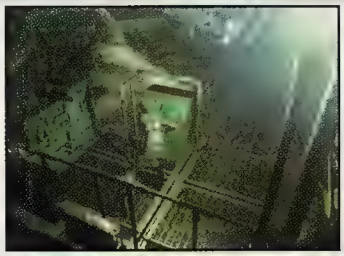
Electrical water-testing equipment is on this gantry. As you inspect the electrical post, Neptune rips the pole off its hinges. It lands in the water.



Do *not* drop down off the gantry. If you do, the wallowing Neptune will rip you apart!

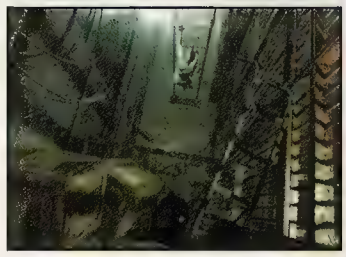


You can fire on Neptune until it goes down, but this is a terrible waste of ammunition and is not recommended. If you still have the Self Defense Gun, you can kill Neptune with its single shot!



Instead, turn the portable generator on and push it into the water. This electrocutes Neptune in seconds. Neptune is defeated, and you can drop into the water (the electrical charge has dissipated) and obtain the Gallery Key.

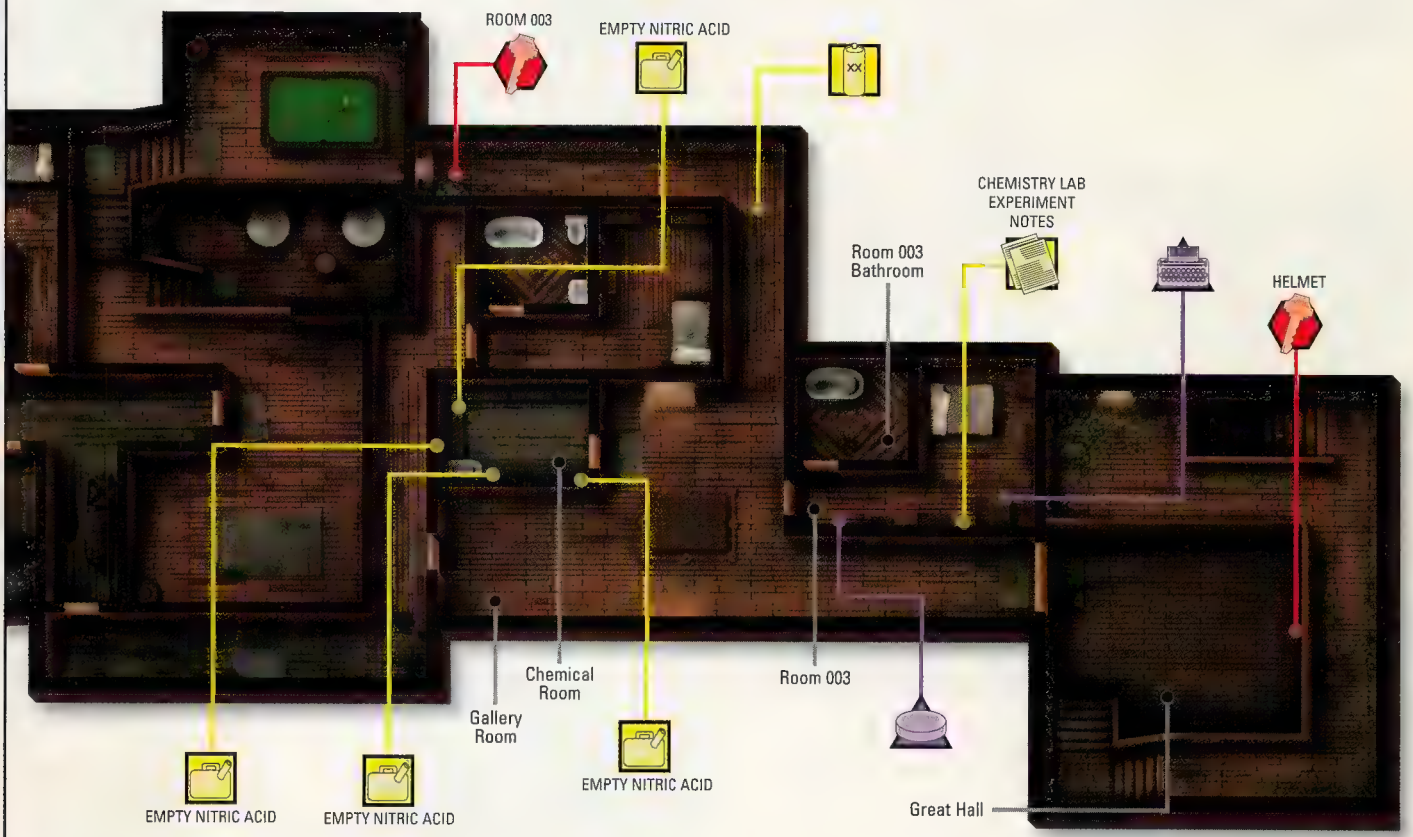
From here, head to the Maintenance Passage, pass the green maintenance door (remember: your return route is inaccessible!), and go straight through the northwest double doors into the Maintenance Ladder Corridor.



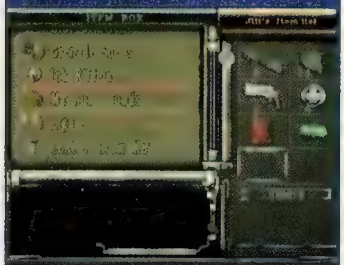
Run northwest to the corner. Search the crate; pick up these items. Head up the ladder, and unlock the door to the Maintenance Passage. Head through Room 002 to the Central Hallway.

Fearsome Foliage

Residence

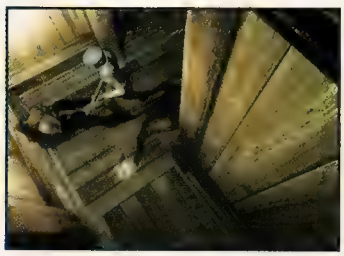


Item Addendum

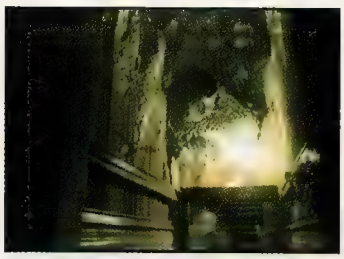


Before you investigate the Gallery Room, drop off items at the Potting Shed to save room. You need at least three empty inventory spaces and the *Bandage in Blood* book.

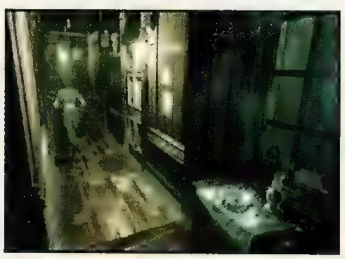
Enter the Gallery, and follow the large wooden corridor past the historical chemical experiment on the table. Bees begin to congregate. Keep moving!



Turn north, and keep running. At the passage corner, you see an Umbrella scientist who seems to have been stung to death!



You can head west to the end of the corridor. A dozen Bees surround you. At the far end is a massive beehive, pulsing with large insect life!



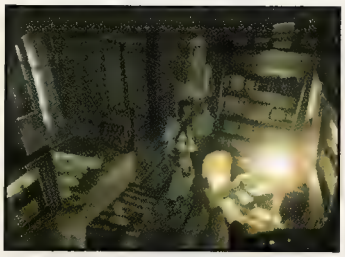
If you keep getting stung, you're likely to be poisoned. Get the Insecticide Spray from the dead researcher's hands. Return to the Central Hallway.

Move to the north end of the corridor where you grabbed the Map of Residence. Spray the nest with Insecticide, killing every Bee in the Gallery Room! Those three Bees in the Central Hallway remain, but are gone when you return.

Head back to the Gallery, and inspect this chamber.

Search the area you just fumigated. Run to the northwest corner where the nest is decomposing, grab the Room 003 Key and any other item you find.

If you have three or more inventory spaces free, you may head to the locked door to the east. Free up one space by using the Room 003 Key on the door to the east, then discard it.

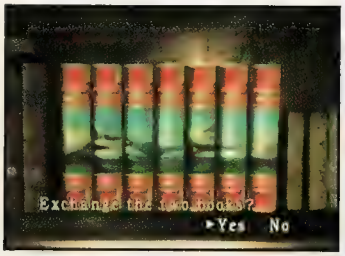


Enter Room 003. Immediately to your right, are Ink Ribbons (Easy mode) for the Typewriter in this chamber, although you need not use it.

Enter the adjacent door to the north. In this small Bathroom, drain the water from the tub, and you'll find a Dagger (Easy mode) at the bottom.

In Room 003, head past the Typewriter, and check the bookcase in the southeast corner. There is a set of Chemistry Lab Experiment Notes, detailing a concoction designed to nullify mutating fauna.

Taking this book leaves a space in the collection—one that can be filled by inserting the Unprinted Red Book *Bandage with Blood* you found in the Recreation Room. Do this.



The books are in a row, but they are not in chronological order. Move the books so the volumes create an image of a reclining Rubenesque woman across the book spines.

Swap the first book with the fourth. Swap the second book with the sixth. Finally, swap the third book with the seventh. Once the books are in order, a cabinet rolls back revealing a secret door in the northeast corner.

N O T E

If you are playing as Jill, do *not* enter the large hall behind this secret door yet! Concoct a chemical potion to poison a gigantic plant in the east hall before you face it!

S.T.A.R.S. Alignment

If you are playing as Chris, enter the door immediately! Chris can't mix Herbs, so entering the Gallery Room with the combination lock isn't required. Once in the Great Hall, check your progress; did Richard die in the Columned Corridor or saving you from Neptune?

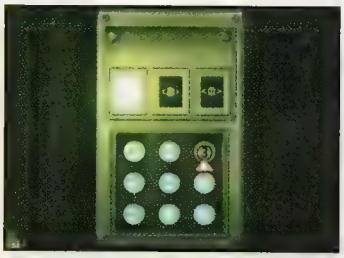
Richard Died in the Tank: **Chris is picked up by a gigantic plant tendril and thrown about the room. He picks himself up, and combat with Plant 42 begins. Refer to the Plant 42 fight immediately!**

Richard Died in the Columned Corridor: **Chris is picked up by a tendril, alerting Rebecca, who is in the Gallery. She rushes into the Great Hall, and a writhing Chris throws her the Chemistry Lab Experiment Notes, telling her to take out the plant roots by mixing those chemicals.**

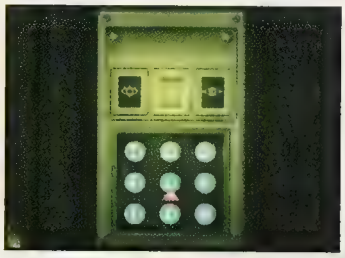
N O T E

Rebecca can't leave the residence and can't save, but she has a Lighter, so she can complete the candle puzzle in the Recreation Room. She can also pick up Herbs and Handgun Ammunition only. Rebecca has no time limit.

Head to the door in the Gallery with the combination code to unlock (this is an option if playing as Jill, but imperative if you control Rebecca). The keypad shows the three "eye" symbols you uncovered earlier in the Recreation Room. Each "eye" is randomly partnered with red, green, or orange. The correct keypad entry will be a random combination of 3, 5, and 6; it changes each time you play.

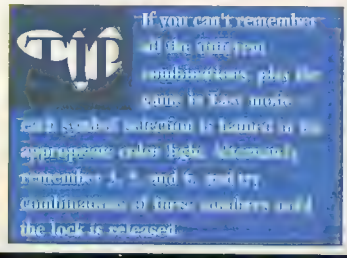


The left symbol is a blank eye with four eyelashes. This is related to one of the lamps, and changes randomly. Input the corresponding pool ball number now.

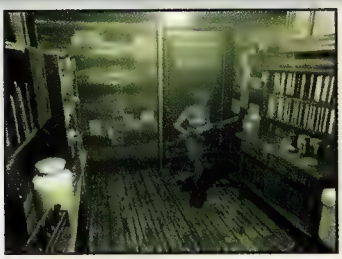


The middle symbol is a pupil-filled eye with two eyelashes. This is related to one of the lamps, and changes randomly.

The right symbol is a pupil-filled eye with no eyelashes. This is related to one of the lamps, and changes randomly. If you correctly remember the corresponding colors, the door unlocks.



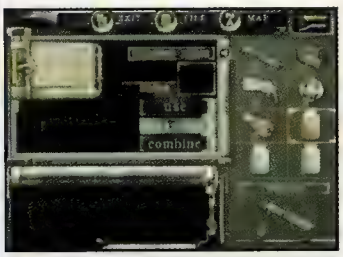
If you can't remember all the combination symbols, play the game in Easy mode. Each symbol selection is teamed to the appropriate color light. Eventually, remember 3, 5, and 6, and try combinations of these numbers until the lock is released.



This chamber is full of chemical compounds, two of which are ready to be mixed into a number of different variations. Around the room are four Empty Nitric Acid Containers. Pick up three of them.

Two larger containers have UMB No. 3, and Yellow-6 powders inside. In addition, a water supply is available in the southwest corner.

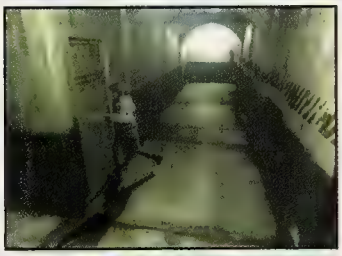
Scrawled on the wall near the door is the following formula, which, if you read the Chemistry Lab Notes, seems to form a compound called "V-Jolt." The formula reads, "1+3=4, 4+6=10, 1+6=7, 10+7=17, 17+3=20."

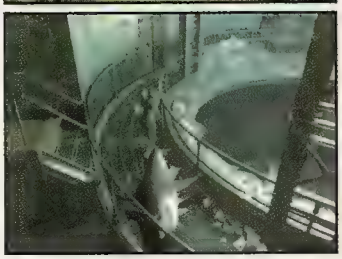


Use the following table to mix compounds in the three containers until liquid V-Jolt has been prepared. Once this has occurred (observe the compound to make sure!), leave this area. If you make a mixing mistake, start over.

V-Jolt Compound Chart

Step	First Compound	Second Compound	Mixing Result
1.	Water	UMB No. 3	NP-004
2.	NP-004	Yellow-6	UMB No. 10
3.	Water	Yellow-6	UMB No. 7
4.	UMB No. 10	UMB No. 7	VP-017
5.	VP-017	UMB No. 3	V-Jolt





With the V-Jolt, you may leave the Gallery, head down to the Cargo Bay Corridor via the ladder in Room 002, and through the door. Run to the maintenance door, up through the Control Room, to the upper Water Tank balcony. On the other side of the double Control Room door, go down the steps and north from the floundering Shark.

Enter the Guard Room, where Plant 42's roots still flail. Use the V-Jolt you just mixed, and the writhing intensifies, then the V-Jolt begins to shrink and dissolve the root system, severely weakening whatever "thing" is above.

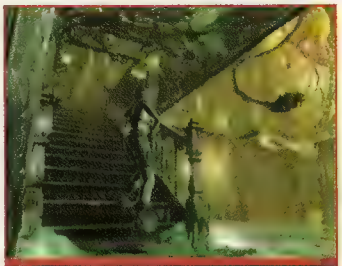
NOTE

As soon as Rebecca leaves the Guard Room, Chris is thrown to the ground by the poisoned plant. It shrinks down, then pulses back to size. Chris must now fight the second part of the Plant 42 battle!

Item Addendum

After emptying your V-Jolt container, discard the remaining containers. Jill should head back (via the lower maintenance corridors) to Room 002, then to the Potting Shed, and save. Take health, your Shotgun (or Magnum), and some ammunition.

Warning! Plant 42

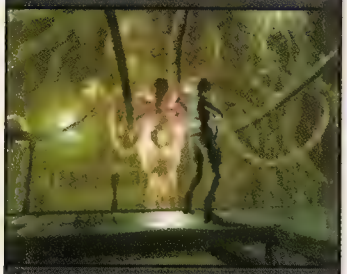


Head back over the three crates, into the Central Hallway, pass through the Gallery and into Room 003, and open the door behind the cabinet. This leads to the Great Hall, where a gigantic plant beast has been growing tendrils and feeding off Umbrella workers!

S.T.A.R.S. Alignment

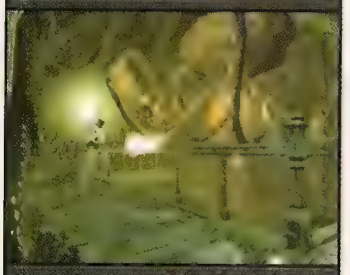
Did you use V-Jolt in the Guard Room to kill off Plant 42's roots?

No: **The gigantic man-eating plant is healthy and ready to feed! Start by running up one of the perimeter staircases. Avoid any tendrils that whip or spit at you.**



Once you reach a wooden balcony, produce your Shotgun, and aim it at the middle of the beast. Fire at it once or twice, then run to the middle of the other balcony, and fire again.

If you stand still for longer than a couple of seconds, you're likely to be spat on (which wounds and can poison), or whipped by a tendril. Being whipped can send you flying down onto the ground below! If this happens, pick yourself up, and run up to the balcony again.

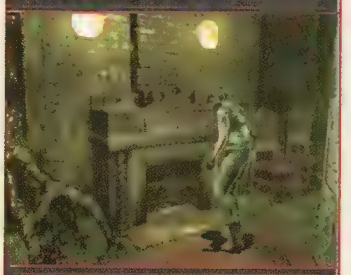


Keep shooting and the plant begins to shrink slightly and pulse. It seems wounded, so press the attack! If Rebecca used the V-Jolt in Chris's game, this is where combat now begins.

Keep running to the middle of each balcony, firing a round or two, and switching back to the other balcony area. After more shooting, Plant 42 succumbs to your firepower, begins to shrivel, and drops its massive fleshy leaves on the hall floor.

Yes: **Jill steps into the Great Hall and watches the plant begin to wither and shake. Suddenly, a tendril slithers round behind her, picking her up, and whipping her about!**

Barry bursts into the room, and is almost immediately grabbed himself! However, he is carrying a Flamethrower, and he begins to torch the central stamen. Smoldering pieces of plant flesh fall from the ceiling. Finally the plant burns and releases both Jill and Barry.



Now safely on the ground, Barry tells Jill he's staying a little longer. Head east, pick up the Helmet Key in the fireplace hearth, and head back to the Central Hallway.

Note that if you return to the Great Hall prior to reaching the other mansion, Barry is inspecting the ground in the Great Hall.

NOTE

Although you're caught by the plant, feeding it V-Jolt is the preferred way to face it—as you don't use any health or ammunition to kill it!

S.T.A.R.S. Alignment

Pick up the Helmet Key and leave the Great Hall. Was Richard eaten by Neptune?

Yes: **Chris meets Rebecca in the Gallery. He tells her about Richard, blaming himself for the death. A sorrowful Rebecca tells Chris she's found healing items in the Chemical Room.**

No: **Rebecca rushes in to greet Chris, who (after a terrible pun), takes Richard's radio from Rebecca. Brad has been calling, but the radio doesn't seem to work. She then tells Chris she's found healing items in the Chemical Room.**

S.T.A.R.S. Alignment

You may now enter the Chemical Room and ask Rebecca to heal you a total of three times. Do you allow her to heal you?

Yes: **After she binds your wounds, Rebecca starts to cry. Chris tells her to be strong. Now leave the Gallery.**

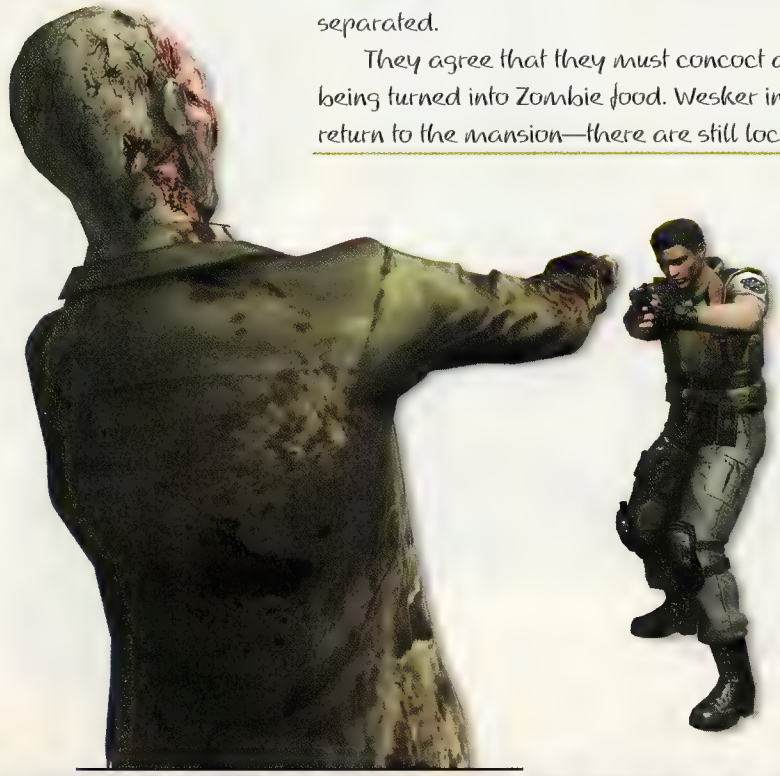
No: **Rebecca looks at the chemicals in the room—it seems all of them have been donated by Raccoon City's cottage industry—a pharmaceutical company called Umbrella.**

As you head south down the Central Hallway, you hear gunfire. Jill runs around the corner and spots Captain Wesker firing off pistol rounds. He turns and asks Jill whether she suspects Barry of being a little "flaky."

They agree he is acting strangely. Now Wesker instructs you to return to the mansion—there are still locked rooms to open.

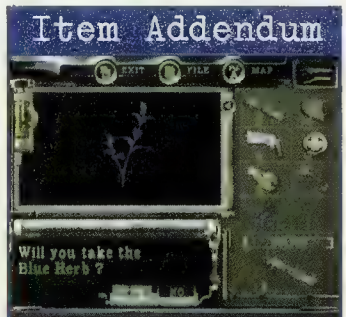
As you head south down the Central Hallway, you hear gunfire. Chris runs around the corner and spots Captain Wesker firing off pistol rounds. Chris asks where Jill is, and Wesker tells him they've been separated.

They agree that they must concoct a plan to avoid being turned into Zombie food. Wesker instructs you to return to the mansion—there are still locked rooms to open.



Head down the corridor to spot what Wesker was shooting at—a couple of Bees. Tread on them and they explode in a gooey mess. Exit this corridor and return, and the Bees are gone.

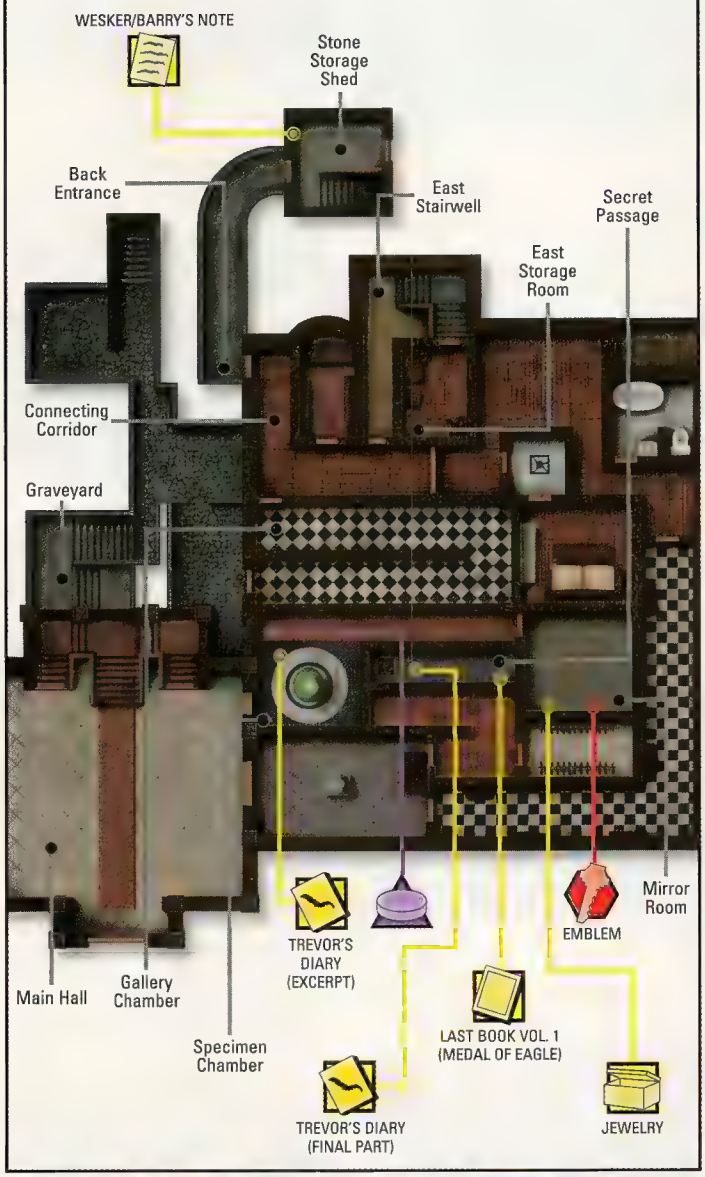
Item Addendum



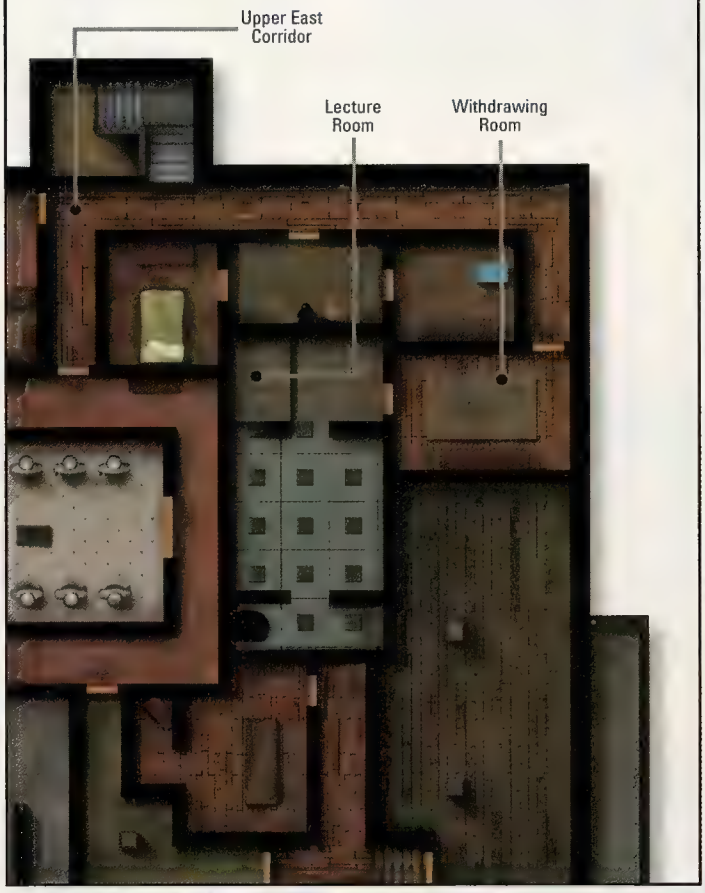
Run past the three crates toward the Potting Shed. The Plant 42 feelers no longer spring from the broken floorboards. Take any remaining items you haven't collected from the area, place them in your Item Box, and bring out the Magnum plus some ammunition and a Blue Herb. You're leaving this evil residence for good!

The Hunter and the Hunted

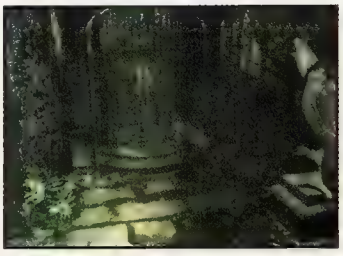
Mansion 1F



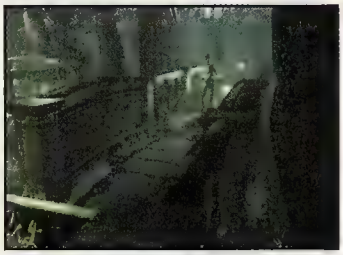
Mansion 2F



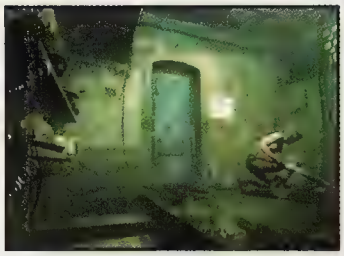
Head out of the Entrance Chamber into the Garden Passage, and run to the Fountain Courtyard. If you secured the radio, Brad radios from the helicopter. You can hear him, but you can't respond. He requests a sign to show that S.T.A.R.S. members are still alive! Once the radio cuts out, continue. Take that Red Herb if you haven't already.



Move into the Fountain Courtyard. The birds have flown, but two snarling Cerberi now roam this area. Ignore them and run to the elevator in the northeast corner. The southeast elevator needs power.



Run along the narrow path to the sluice tank, climb down the ladder, up the other side, into the Flower Bed Garden, and into the Stone Storage Shed. Before you climb down the ladder, watch out for Garden Snakes; four drop from trees, and the other four are on the ground. Fire pistol bullets at them—their bites are poisonous!



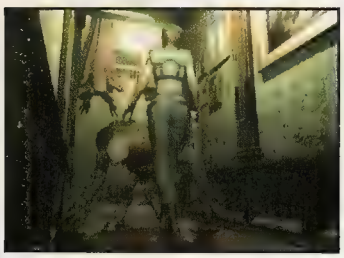
In the Stone Storage Shed, Captain Wesker (Chris) or Barry Burton (Jill) has left another note (he fixed the doorknob in the East Stairwell), along with Acid Shells (Jill), Shotgun Shells (Chris) First Aid Spray (two in Easy mode), and a Battery Pack (Jill) or Flash Grenade (Chris). Head to the mansion via the back entrance. The Cerberus has disappeared, if you did not dispatch it.

NOTE

Don't trek back to the Cabin in the woods. Any Zombies you killed but didn't dispose of (via torching or headshot) have turned into vicious Crimson Heads!

When you reach the Connecting Corridor on the mansion's first floor, a fast creature accelerates through the courtyard and slams through the iron gate behind you!

This hulking brute, with powerful arms, razor-sharp talons, and great agility, is a feared Umbrella experiment called the Hunter. These deadly critters now infest the mansion!



Turn and flee the Hunter through the door in the north wall that leads to the East Stairwell. Round the corner (hugging the right wall), avoid a second Hunter, and dash into the East Storage Room save area.

Dash out of the save room with your Shotgun blazing, and down the waiting Hunter before it moves. If you don't, and you attempt to climb the stairs, it will attack. Head up the east stairwell.

NOTE

You can access the remaining mansion rooms (except for the gates under the Main Hall stairs). You may enter the chambers in any order, although the following room encounters show the expedition with minimal backtracking. If you are poisoned, and have no Blue Herbs, follow the walkthrough for the quickest route to an antidote. Finally, when you reach the Dining Room (1F), the statue will have smashed onto the first floor ground, if you didn't push it earlier.

At the top of the stairs is another Hunter (not on Easy mode). It can leap from the balcony, so keep moving! Run to the U-shaped Corridor.

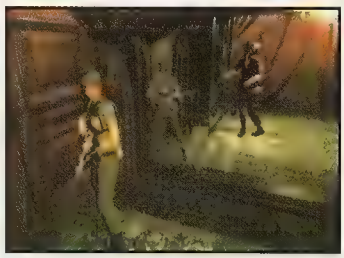
If you left Zombies in this area, they remain. Dash through the chamber, onto the Main Hall balcony, then down the stairs to the first floor.

NOTE

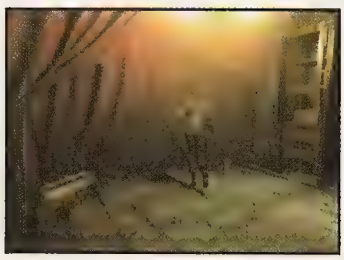
If you head through the Dog Hall, and it's your first time there, the Cerberus attack occurs. Run through as fast as you can, bound through the Blue Room, and enter the Main Hall.

Once in the Main Hall, stay on the ground floor and unlock the door in the northeast corner with the Helmet Key. This leads to the Specimen Chamber, a room full of strange-looking jars containing odd pieces of flesh.

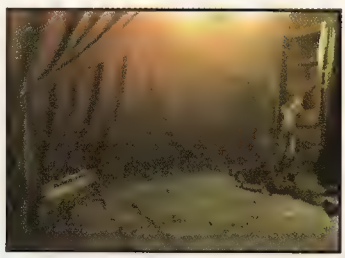
On a ledge to the north are more remnants of Trevor's Diary (telling of a secret room behind the "eerie" castle painting in the Blue Room). Inside a small curio cabinet in the northwest corner are Ink Ribbons (Easy and Normal modes). Head east down the corridor.



Enter the Mirror Room, and target the shambling Zombie shuffling your way. You see his reflection in the mirror, so don't mistake that for the real thing.

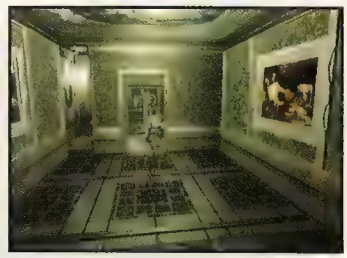


After you kill the Zombie, run to the southeast and, if you need to, heal yourself from poison courtesy of the Blue Herb Planter. Remember this location if you are poisoned later.



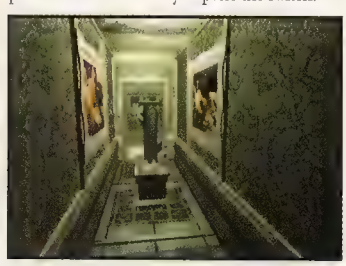
Take the Dagger and the Green Herb, then pick up a Jewelry Box on a wooden cabinet. A precious stone is the key to opening this. Head to the Main Hall.

From the Main Hall, head up the steps, into the U-shaped Corridor, through to the East Stairwell, and along the corridor to the Withdrawing Room where you lit the fire. Unlock the door in the south wall with the Helmet Key.



This leads to an old Lecture Room, now devoid of furniture. The reason for this emptiness becomes apparent when you try to cross the room—the walls start to close in! If you stay here, these walls crush you to death.

If the walls are closed, run through the doorway to the west and down the west wall to the room's south end. By the alcove containing the statue of the writhing woman, press the wall switch. This releases the fake walls, and they retract. They'll crush you if you remain, so run back to the carpeted north part of the room when you press the switch!



This puzzle is dangerous, but simple to solve. Before the walls move, push the statue through the doorway and forward through the room as the walls close. If you're behind the statue, the walls won't crush you. Push the statue to the south end of the chamber. Run to the carpeted area, around to the west wall, and to the switch.

Hit the switch, dash around and through the middle doorway as the walls retract, and move to the statue you pushed. Position yourself west of the statue, and push it east to the gap in the wall, so the locked door is flanked by both statues. If you push these in time, the walls recede and the locked door opens. If you're too slow, the east wall pushes you back. If this happens, run to the north entrance—if you continue to push the statue, the walls crush you.

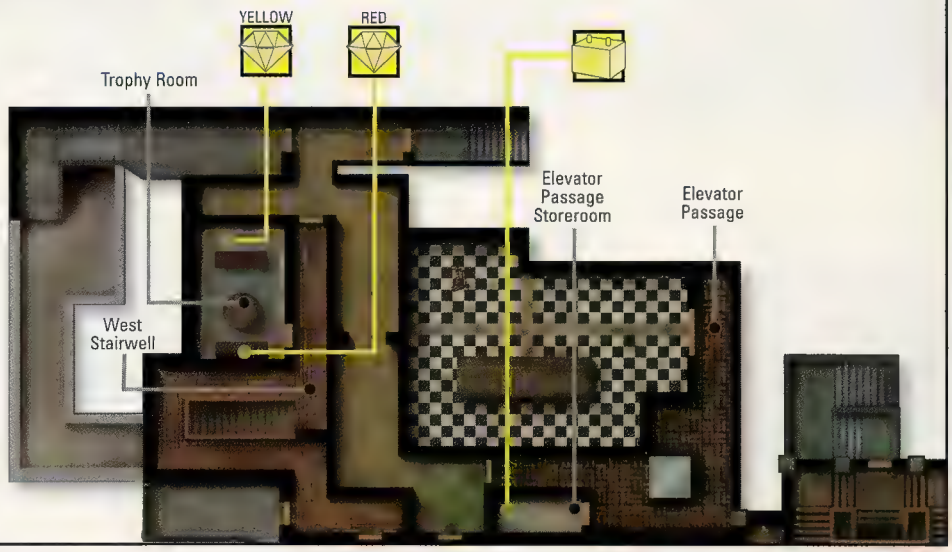
Enter the doorway and turn east, checking a small curio cabinet for a Battery Pack (Easy—Jill), a Flash Grenade (Easy—Chris), or a Dagger (Normal). Turn and inspect a hole in the southwest corner. Drop here, but only with two free inventory spaces and a good supply of Handgun Ammo.

You appear in a Secret Passage on the first floor between the Specimen Room and the Blue Room corridor. Head forward, and pick up the Last Book Vol. 1. It is titled *Wolf of the North, Eagle of the South*. Examine the pages, and it opens, revealing a gold Medal of Eagle. This is a useful item, one of a pair.

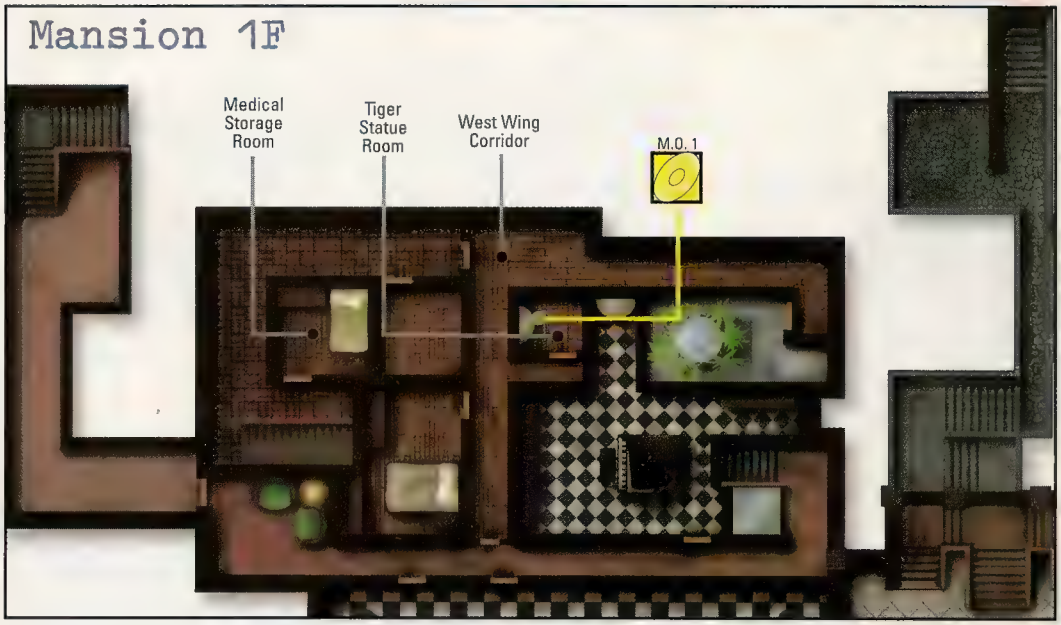
George Trevor's final diary entries make shocking reading! Pocket this book, then inspect the grave it was resting on. This opens, revealing a ladder heading down. Go down it.

An Eye for an Eye

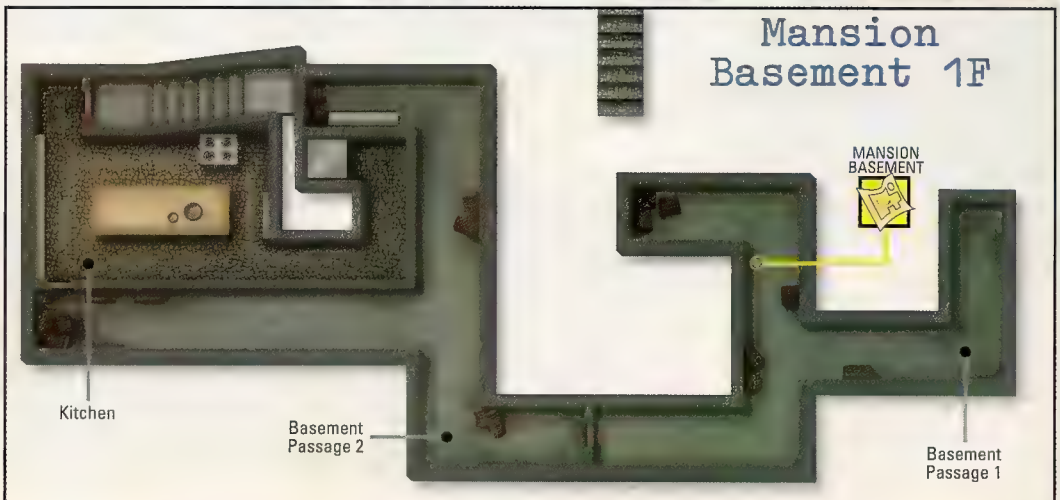
Mansion 2F



Mansion 1F



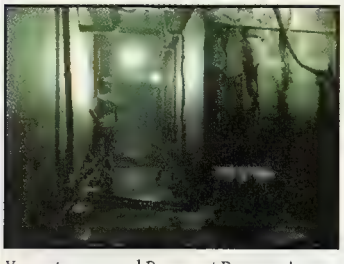
Mansion Basement 1F



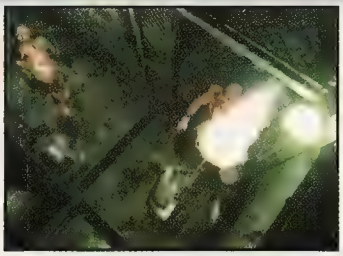
At the bottom of the ladder, turn and walk along the enclosed Basement Passage. Stop when you spot the huge Tarantula hugging the wall ahead! Shoot it off the wall and pepper it with pistol shots.

Turn the corner, and fight two more Tarantulas (one in Easy mode). Babies scuttle out if your shots rip open the Tarantulas' hides. A bite or spray may poison you, but Blue Herbs are shortly available. After you destroy the Tarantulas, head north up the central passage.

Stuck to the west wall is a piece of paper. Take this— it's the Map of Mansion Basement. Round the corner, head northwest, and grab the Shotgun Shells from the boxes. Exit through the southwest door.



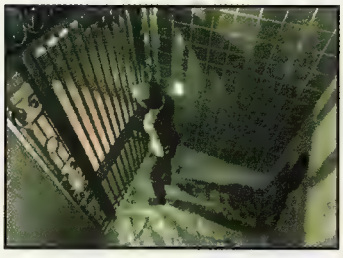
You enter a second Basement Passage. As you round the corner, spot some goodies on the ground. Take them if you need them. Two figures are ahead.



Load up your Shotgun. Once you deal with both, pick up the Dagger from the passage junction.

At the junction, head north and turn the corner. You're ankle-deep in putrid water, but you must inspect the sparking electrical transformer. Turn it on—this activates the mansion elevator.

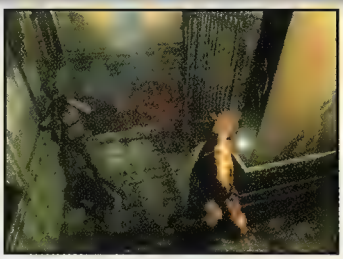
Go down the west part of the remaining passage section, and unlock the door at the end of it. This leads back to the basement Kitchen. If you haven't destroyed all the Zombies, one lurks to the east.



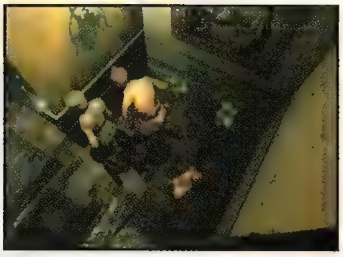
Head to the elevator shaft. Call the elevator by pressing the button, and when it descends, step into it.

NOTE

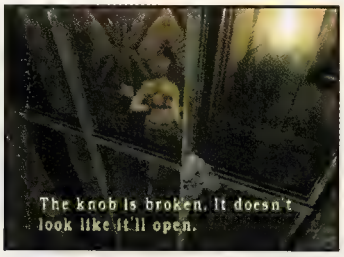
You can exit the Kitchen (providing you have the Sword Key or unlocked the door to the Corridor West) via the northwest door, but this leads to a dangerous narrow passage, and there are numerous items to collect via the elevator.



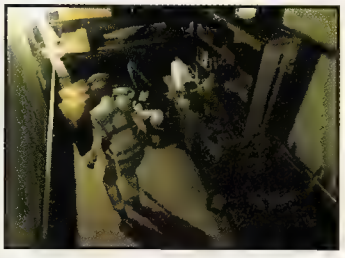
Ride up the elevator, passing the first floor, and emerge onto the Elevator Passage on the second floor. You hear moaning coming from either side of you. Lock and load!



Turn north and run along the corridor. Something waiting in the alcove follows you, allowing you to spot and aim at it. Dispatch it quickly, then inspect the alcove for some healing items.



Farther along the passage to the north is a pair of locked doors. These lead to the Library. Turn and head south.



Open the Storage Room door and enter. Inside this cramped cupboard are Acid Shells (Easy—Jill), Shotgun Shells (Easy—Chris, Normal/Hard), Magnum Rounds, a Battery Pack (Jill), a Flash Grenade (Chris) and a Large Battery.

NOTE

Complete your mansion objectives. Now you can power the elevator in the courtyard with the Large Battery, and complete numerous tasks away from the mansion.

Leave this area via the door to the west, appearing in the southeast corner of the Mirror Corridor. Run up the corridor, then take the door leading south to the west stairwell.

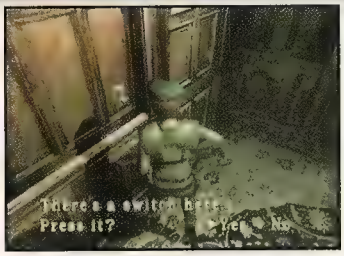
Item Addendum

Head south down the West Stairwell passage, and pause to unlock the door on the west wall. If you have two inventory spaces free, enter this room. If not, head downstairs to the Medical Storage Room and save your game. Deposit the Medal of Eagle, but keep one weapon and ammunition, plus the Helmet Key and the Jewelry Box.

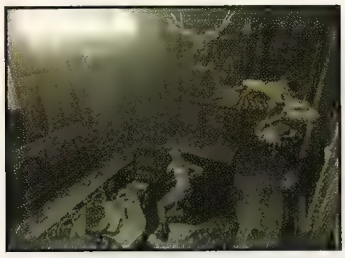
NOTE

Before you continue, if you venture onto the West Outer Balcony, be aware of the Hunter prowling the area. Go here only if you need the Herb Planter's medicine!

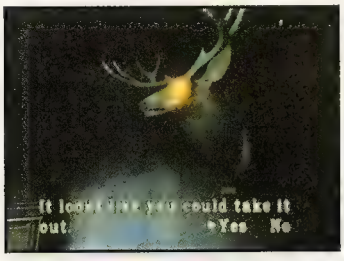
Head up and into the Trophy Room. Inspect this chamber; a mounted eagle follows you around the room. A bull's head is mounted to the south wall, and a deer to the north. Under the deer are Grenade Shells (Jill—Easy), Shotgun Shells (Chris—Easy), or a Handgun Magazine (Normal/Hard). In the southwest corner is a Dagger.



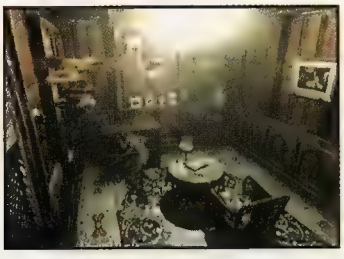
Next to the door is a light switch. Flick this off to light the room only with moonlight. When you view the animal heads, a Red Gemstone sparkles in the bull's eye, and a Yellow Gemstone sparkles in the deer's.



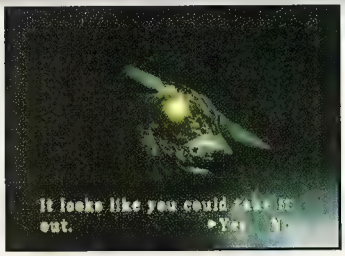
Extract both Gemstones from their respective heads. Start with the deer head. Push the cabinet south until it is under the deer head. The Purple Gemstones in the eagle follow you. If the eagle spots you, the Red Gemstone flashes. You cannot take it when it is flashing. Standing away from the eagle activates the Gemstone.



Stand under the bull's head, and wait for the eagle to rotate and look at you. Run to the west wall, under the eagle, and hop on the cabinet. You have time to grab a Red Gemstone before the eagle turns and activates the defense mechanism.



Now for the Yellow Gemstone. Push the other cabinet west a few times. Move and push the cabinet north to the wall. Move to the south, stand between the chair and the first cabinet, and wait for the eagle to turn and look at you.



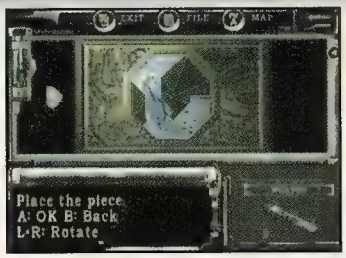
Run west, under the eagle, climb onto the second cabinet, and grab the Yellow Gemstone before the eagle completes its turn.

Item Addendum

Head out the door, down the stairs, and into the Medical Storage Room. Save your progress. Keep the Gemstones and Jewelry Box, and load up with your Grenade Launcher and ammunition.

Before you go any farther, enter your Inventory screen. Combine the Red Gemstone with the Jewelry Box. The Gemstone slips inside, and metal pieces fall out.

The five metal pieces fit over the green and black Umbrella Corporation logo on the box lid. Start with the first piece, and place it as shown.



Cycle through to the fourth piece. Grab it, and position it next to the first, as shown. Turn it clockwise twice.

Take the third piece, and affix it to the lid as shown. The image is taking shape. Turn it clockwise once.

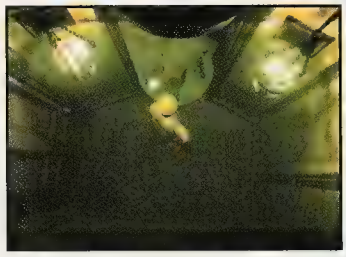
Take the second piece, and place it into the middle of the design, turning it clockwise once, to make the Spenser Emblem. You may need to move the different pieces about slightly to make them all fit. Once you assemble the Emblem, the lid opens, revealing a Brooch that elongates to form the Emblem Key.

Pocket the key. Exit the Medical Storage Room, head north, then east around the stairwell corridor. As you race, two Hunters burst through the north windows! Run to the east door.

NOTE

If you don't kill these Hunters, when you return to the stairwell, one Hunter prowls the top of the staircase, and the other remains downstairs.

In the West Wing Corridor, deal with any Crimson Heads, then move south to the passage alcove, and into the Tiger Statue Alcove.



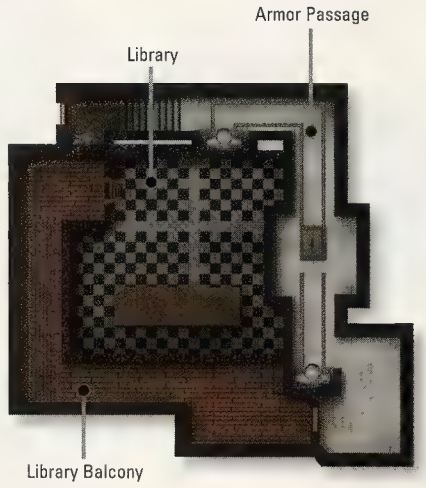
You have obtained ammunition by using the Blue Gemstone. Place the Yellow Gemstone into the tiger statue's eye, and it grinds counterclockwise to reveal M.O. Reader 1. Take this, and leave the chamber.

Don't place the Red Gemstone into either of the tiger statue's eye sockets. This activates a deadly trap. The statue's base sails upward (meaning you cannot activate any more), and more than a dozen Garden Snakes drop from the ceiling! Flee the room if this occurs.

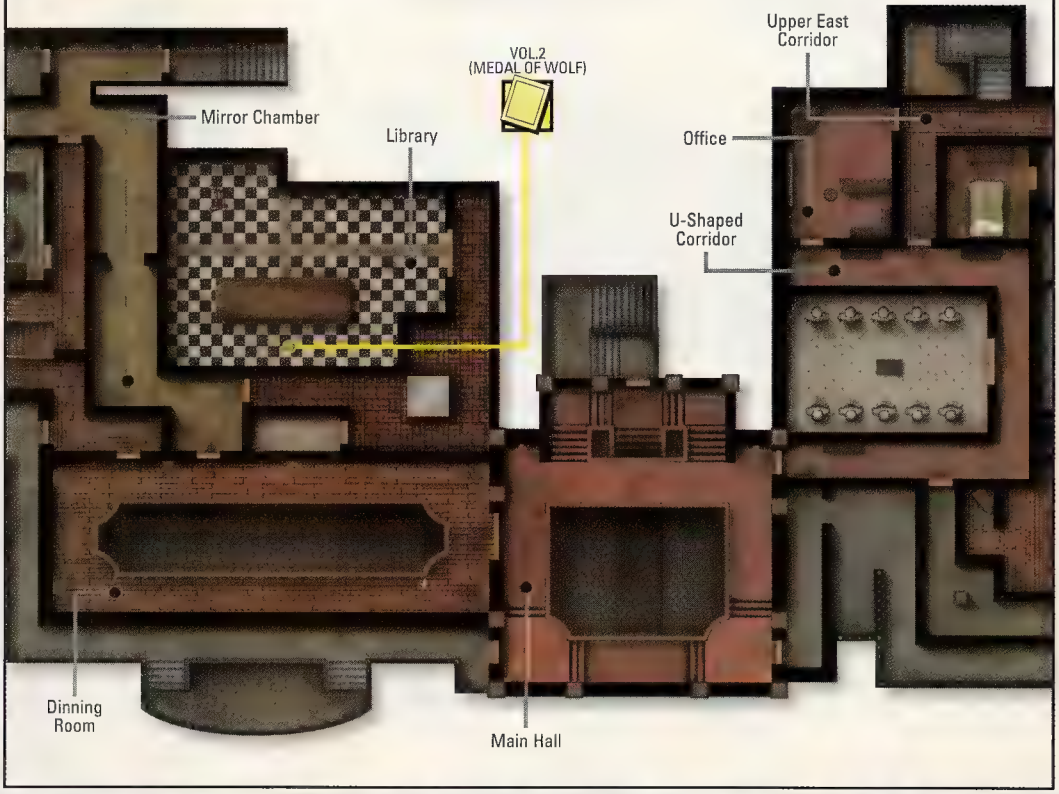
Snakes Alive! Part II

Mansion 1F

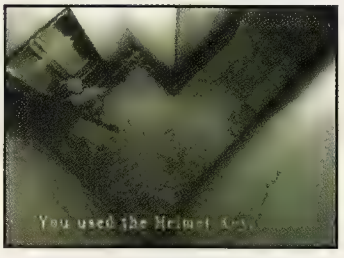
Mansion 3F



Mansion 2F

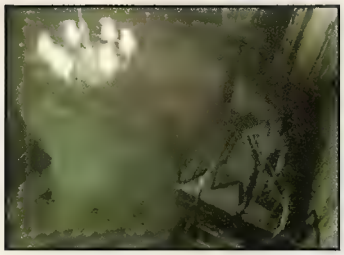


If you have one inventory slot free, head to Corridor West, and into the Birdcage Corridor, up the steps, through the north passage of the Mirror Corridor, and into the Armor Passage.

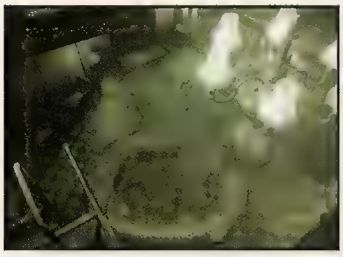


The final door the Helmet Key opens is at the southern end of this passage, and it leads to the Library Balcony. Enter, and pick the Green Herb (two in Easy Mode, none in Hard) if you have room.

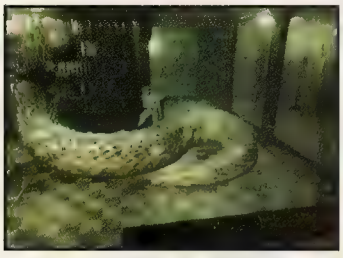
Warning! Yawn



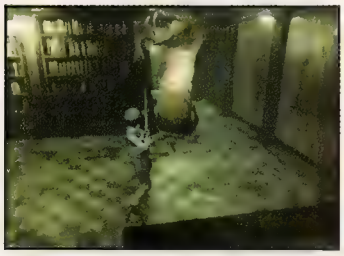
To fight Yawn, fire your Grenade Launcher once, run north, turn, and climb down the steps. If you're too slow, Yawn can wound or kill you!



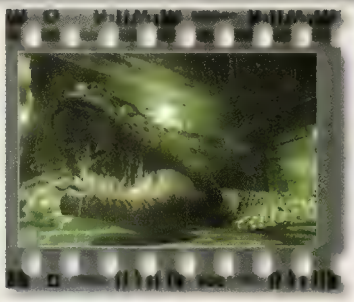
Yawn follows you onto the Library floor to begin the battle. Yawn yields after some Shotgun blasts or grenades.



Keep moving. Stand with the camera in this position, as it is easier to spot when the snake is about to strike from this angle. Both heavy weapons, the Survival Knife, and the Handgun are effective! If you run out of ammunition, leave and return with more.

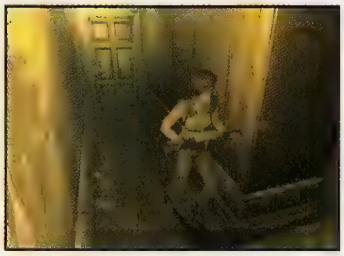


Yawn slides around the covered bookshelves along the south of the Library. Wait for it to emerge from the southeast, and target it. Don't run in here until after the battle.

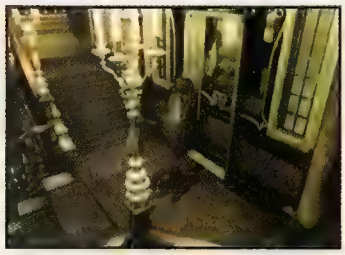


After you shoot Yawn, it screeches with pain, smashing into a large bookcase and scattering books everywhere, before dropping to the ground dead.

Move to the interior book section, and take the Last Book Vol. 2, the companion volume to the Last Book Vol. 1 you found in the Secret Passage. Open this to find a silver Medal of Wolf.

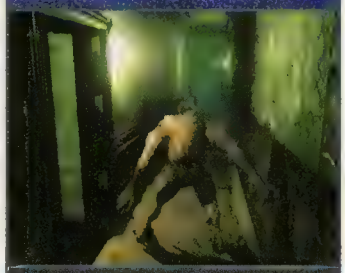


The double doors that lead to the second floor Elevator Passage are locked from this side. Retrace your steps to the Armor Passage, down past the Mirror Room, through the Birdcage Corridor, and into the Main Hall.

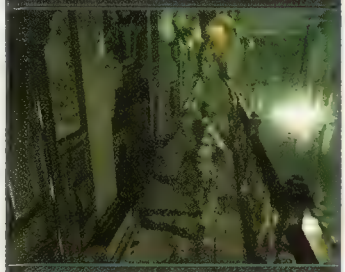


To avoid attacks by prowling Umbrella experiments, head to the hidden door leading to the Graveyard, then run through the Gallery, and into the Connecting Corridor.

Normal and Hard Mode



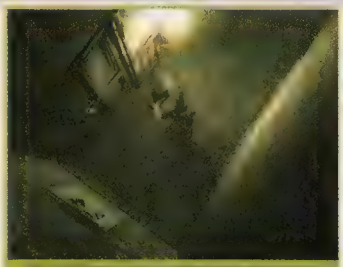
A final sweep of the mansion reveals another Hunter in the West Wing Corridor (Normal/Hard). This beast can smash open the door connecting to Corridor West, so be careful.



Also on Normal and Hard modes, the top balcony overlooking the Dining Room no longer holds a Zombie. Instead, two Hunters prowl. Avoid this area.

Use the Emblem Key you found in the Jewelry Box to unlock the lion head door to the Study. Discard the key and enter this dark room.

As Chris enters the Study, he hears a woman screaming and a thud. It seems to be coming from upstairs. Is Rebecca in trouble? Should you try to find out where she is?



Rebecca cowers from unknown terrors in the Office above you, where you found the Dog Whistle. Head into the East Stairwell, run up it and into the U-Shaped Corridor, and west to the Office.

S.T.A.R.S. Alignment

How long did you take to reach the Office?

Within Three Minutes: Rebecca scrambles for the northeast door as a Hunter advances toward her. She cowers as the beast closes in.

Run in and attack the Hunter, blasting it to the floor with Shotgun fire. If you leave the Office, the Hunter rips Rebecca to pieces, and she dies. Deal with that scaly beast!

A shaken Rebecca thanks you for saving her life, and Chris promises that he'll get them both out of this hellhole. Rebecca stays in the Office while Chris continues his mission.

Three to Five Minutes: After you hear the scream, a massive Hunter slashes Rebecca across the face, and she slumps to the ground, dead. Face the Hunter.

More Than Five Minutes: Ignore Rebecca's screams as the Hunter finishes her. If you enter the Office, face the Hunter. After combat, check the northeast corner of the room for Rebecca's body.

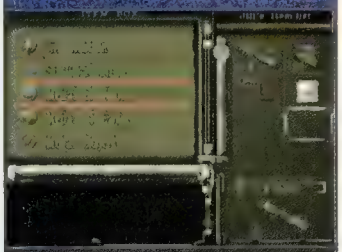
NOTE

After you deal with the Hunter, move down to the Study and search it.

In the Study, move north to the desk, and switch on the table lamp to see the room. Rummage in the drawer to the northwest for an item. Take the Battery Pack (Jill) or Flash Grenade (Chris) from the cabinet near the door.

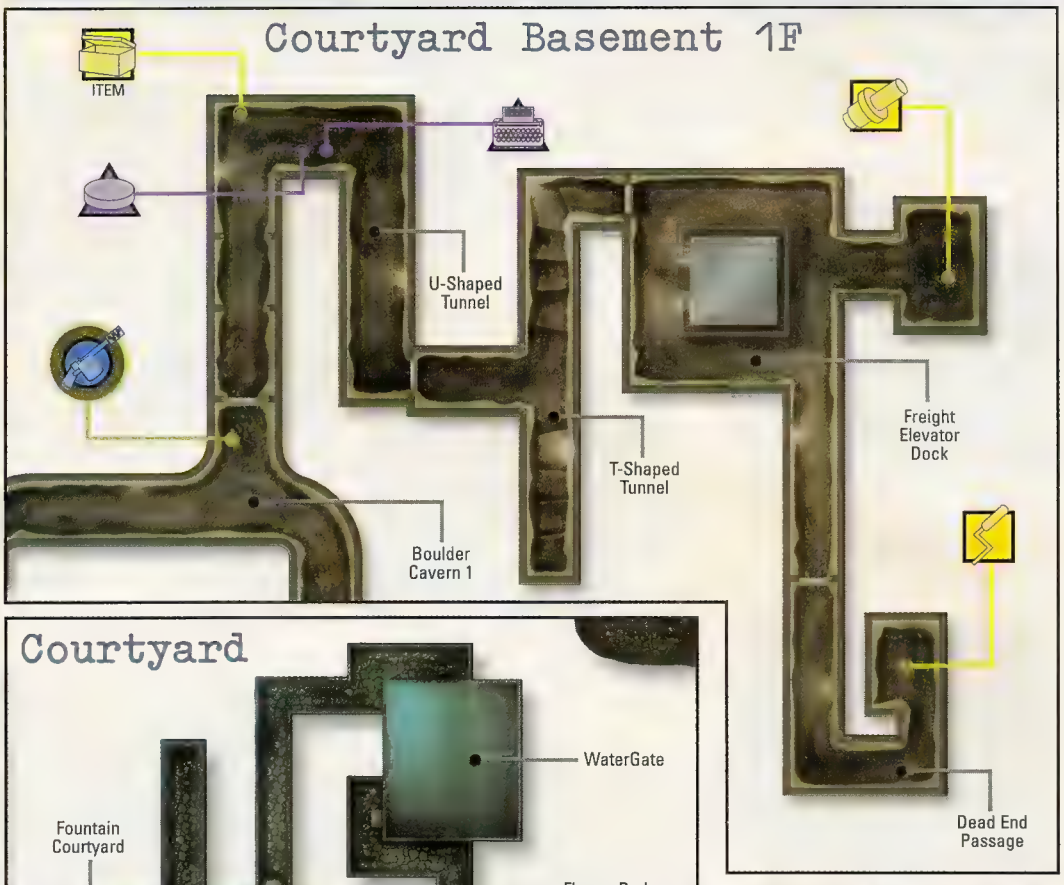
On the other edge of the cabinet is a Metal Object that appears to be identical to the one sitting in the door release in the Back Entrance. On closer inspection, it lacks a surround. Take the Metal Object.

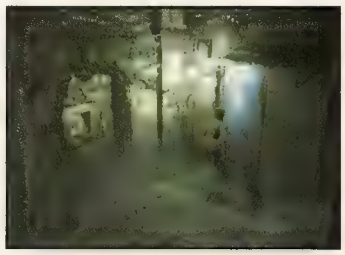
Item Addendum



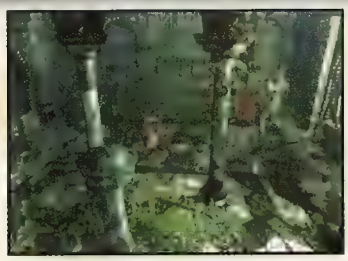
Return to the East Storeroom in the East Stairwell, and save. Bring a couple of items with you. Place the M.O. Reader and Medal of Wolf in the Item Box. Take the Large Battery, the Square Crank, a weapon, ammo, a Blue Herb, and some health.

Crank It Up





Run to the Connecting Corridor, through the Back Entrance, and head into the Stone Storage Shed. You must power the elevator in the Fountain Courtyard.

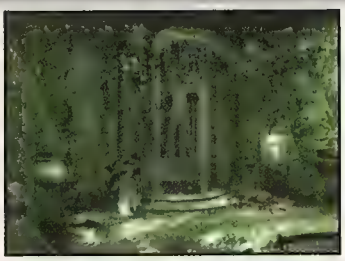


Move into the Flower Bed Garden, and watch out for any Cerberi that you did not kill before. Run up the steps to the north, and move past the gate into the Water Gate.

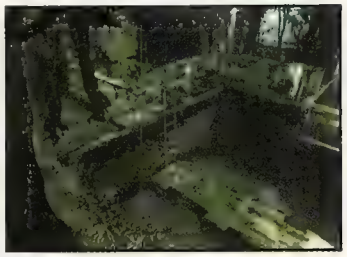
Do not use the Square Crank to fill the Water Tank yet—your way to a secret underground cave entrance is still blocked! Climb down the ladder, head across the sluice gate tank, and up the other side.

Garden Snakes attack from the ground and drop from the trees as you attempt to cross the bridge to the elevator at the end of the narrow path. A Blue Herb is useful, as the Snakes are more likely to strike you if you stand and fire. Run past the Snakes.

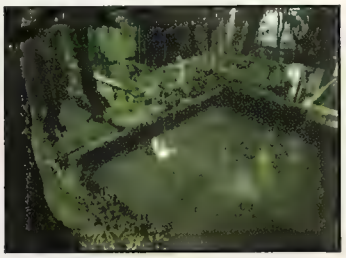
Descend into the Fountain Courtyard (on Easy mode, use the Blue Herb Planter as you leave if you're poisoned), and move to the south end. Attack or dodge any remaining Cerberi.



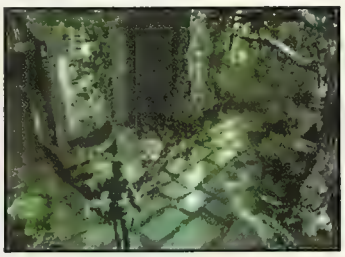
In the southeast corner, take the Large Battery, and place it into the alcove connecting the iron elevator's power. Step onto it, and ride it up to the Flower Bed Garden tunnel.



If you haven't taken care of the Cerberus in this enclosed area, do so from the elevator entrance. Run along the tunnel and up to the Water Gate and the sluice gate mechanism.



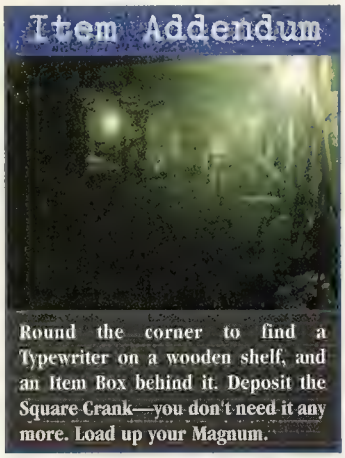
Produce your Square Crank, and use it to close the sluice gate and fill the tank with water. The way down is blocked. Retrace your steps to the south elevator in the Flower Bed Garden.

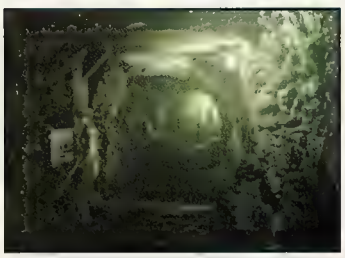


In the Fountain Courtyard, the gushing waterfall in the north part of the chamber has slowed to a trickle, as the water was diverted to the sluice tank.

This allows you to run into a cave tunnel behind the waterfall, part of an old entrance to a mine. A candle illuminates a ladder leading down.

You are beneath the Mansion Courtyard area, in a series of catacombs and mine workings. Ignore the unlocked metal door to the east, and head down the U-shaped Tunnel, checking the west wall as you go (Easy mode).

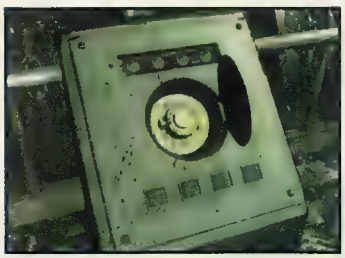

Item Addendum
Round the corner to find a Typewriter on a wooden shelf, and an Item Box behind it. Deposit the Square Crank—you don't need it any more. Load up your Magnum.



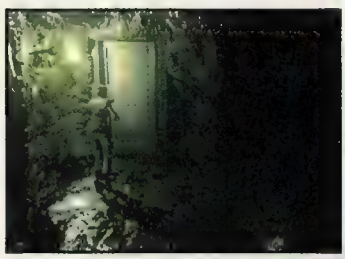
Continue around the tunnel; stop at the edge. A hexagonal crank hole on the west wall is the wrong shape for the Square Crank to fit in. You can't enter that door to the south for now.

Run to the ladder and the first metal door, and open it. This leads to a T-shaped Tunnel. Run along it, turn south, and head up some steps to a cave-in blocked by a boulder. On the ground are Acid Shells (Jill—Easy), or Shotgun Shells (Chris—Easy). Pick these up, head to the northeast unlocked door, and open it.

You emerge in a well-lit Freight Elevator Dock. Check along the north wall (Easy mode) and on the mesh entrance to the cargo lift.



The cargo elevator rests on a level beneath the one you're on. Head to the northeast alcove and inspect the power unit for the freight elevator. A cylinder restoring the electricity and powering the lift has been inserted, but it lacks a crucial sprocket. Leave the Shaft in the power unit—don't take it, as you'll be adding a piece to this Shaft later.

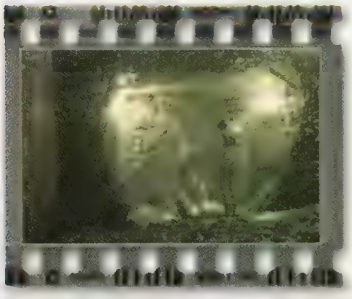


Instead, continue out of the Freight Elevator Dock, heading south. You spot another metal door. Before you enter it, check the ground for an item(Easy and Normal modes).

Head into the Dead-End Passage. As you run forward, you hear a voice ahead of you! It sounds like Enrico Marini of the S.T.A.R.S. Bravo Team. As you near, you see he's wounded.

Enrico mumbles about S.T.A.R.S. being finished, and that Umbrella Corporation set up the teams. Is this all a game? Who is the Umbrella traitor? Chris? Barry? Wesker? A shot rings out, hitting Enrico in the chest. He dies moments later.

Enrico raises his pistol and points it at Chris. "Double-crosser!" he murmurs, then fires. A split-second later, another shot hits Enrico in the chest, killing him. He was aiming for the traitor, not you! With his last breath, he murmurs "Umbrella...."

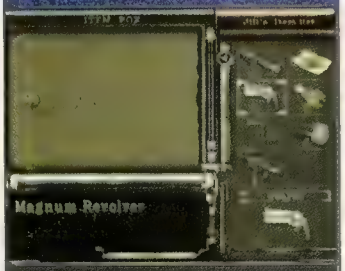


Check on Enrico again, and you'll see he is dead. He was carrying a Hexagonal Crank. Pick this up, then chase whomever shot your teammate!

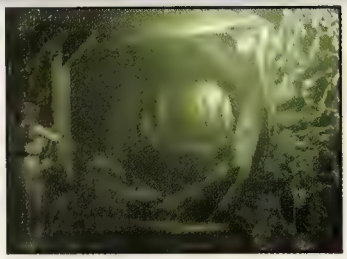
The assailant has vanished, but he or she has left a welcoming committee to waylay you. As you head west along the southern part of the tunnel, a Hunter pads into view. Take aim and blast it.

Head through the Freight Elevator Dock, and into the T-shaped Tunnel. As you round the corner to head south, two Hunters wait (one in Easy mode). Unload a couple of Magnum shots to kill them.

Item Addendum

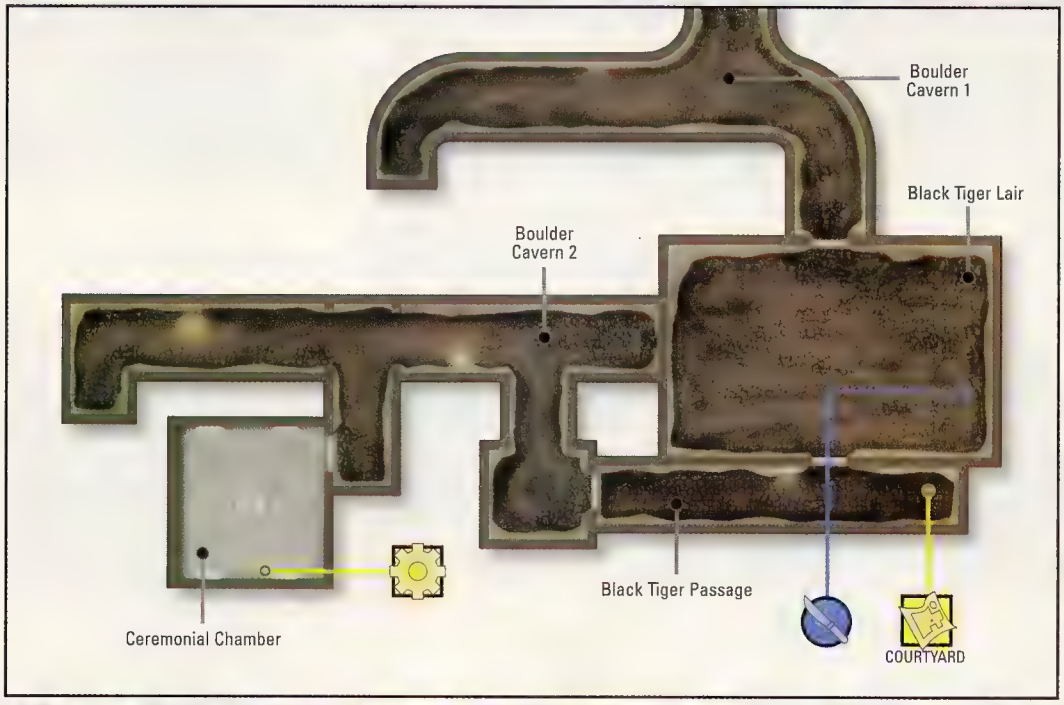


In the U-shaped Tunnel, save your progress at the Typewriter. Load up with a powerful weapon (the Grenade Launcher, Shotgun, or Magnum), a Blue Herb, and the Hexagonal Crank.

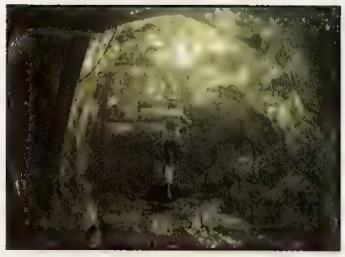


Head to the impassible area at the east of the tunnel. Produce your Hexagonal Crank, and fit it into the wall indent. As you crank, the section of wall in front of you rotates 180 degrees until the ceiling becomes the floor. Pocket the Crank, and walk to the south door. Check the corner before leaving.

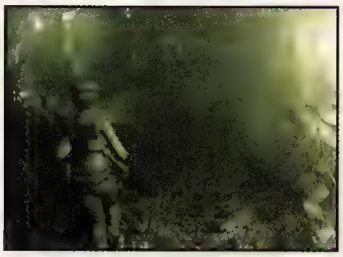
Boulder Dash



The boulder heads straight through the rock wall to the east, and jams. This reveals a secret alcove leading to a rusting pair of double doors! Head here in a moment.

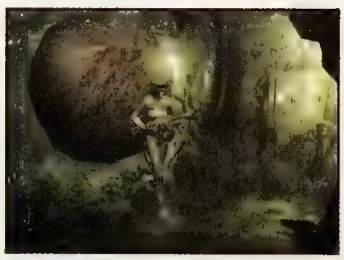


Before you leave, run west, past where the boulder came loose, and examine the rock wall. On it, you'll find Shotgun Shells (Easy/Normal) or a Handgun Magazine (Hard). Now head for the double doors with a weapon ready.



After passing a disused door switch, you enter a long thin tunnel leading west. At the far end of this area is a huge boulder, like the one blocking the south end of the T-shaped Tunnel.

After you take the Flamethrower, the door locks, and you can only open it when you replace the Flamethrower. Therefore, you can only use this weapon in this tunnel section. Swapping the Flamethrower for the Broken Shotgun will not work!



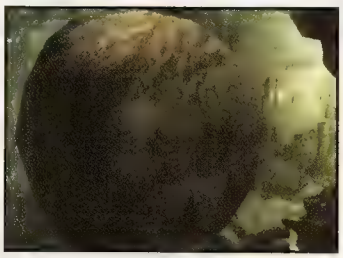
Run east without stopping. Dive into the entrance alcove you came from.

Frying Tonight!

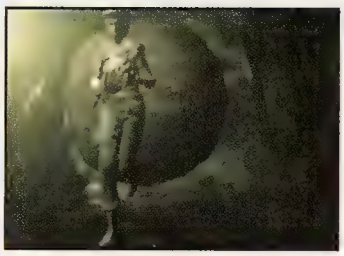
In Chris's game, the door switch has been recently used. Hooked onto the door is a Flamethrower! It is full of fuel, and you expend one percentage point of fuel for every second of fire you blast.

N O T E

Once you enter these tunnels, leave, then return, Hunters prowl the passages. Complete this tunnel exploration in one pass; otherwise you may run out of ammunition!

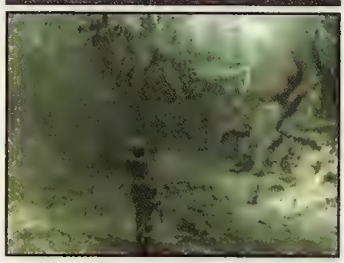


A low section of raised rock floor may catch you before you turn into the entrance. Stay to the middle while you run, or you'll run in place and this massive boulder will crush you.

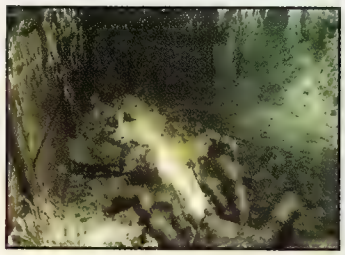


As you walk to the boulder, the camera closes in. The way is blocked. Turn around and start running. This boulder is a trap! It rolls—you must outpace it!

Warning! Black Tiger

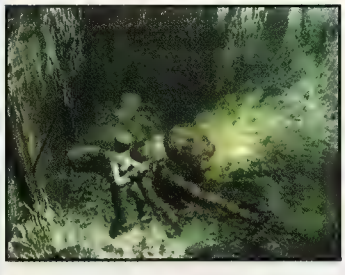


When the doors close behind you, Jill is taken aback; the room she's in is covered in arachnid secretions! Scuttling down from the ceiling is a mammoth Tarantula—three times the size of the Tarantulas Jill engaged earlier. This beast is another Umbrella mutation, codenamed Black Tiger.

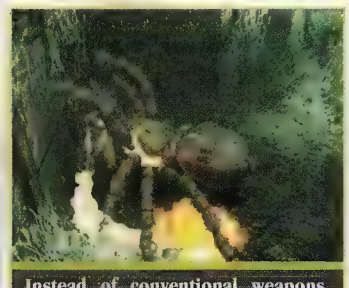


Black Tiger has a nasty charge attack and a flicking move, and it spews poisoned venom.

Avoid these attacks by continuously moving. Another one (or two) lesser spiders are also in this arena, but don't target them yet. Fire your Shotgun or Grenade Launcher at Black Tiger.

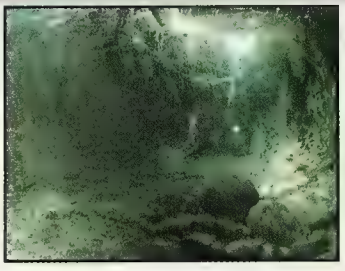


After five or six grenades or Shotgun blasts, Black Tiger's egg sack explodes, and she sinks to the ground, dead. Baby spiders emerge from her. They can bite, too. Crush them underfoot.

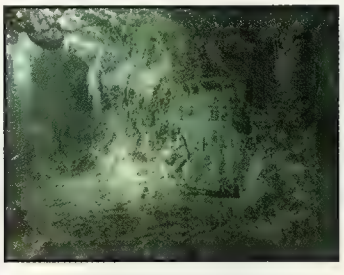


Instead of conventional weapons, Chris may shoot with his Flamethrower, and use up around 60 percent of the fuel burning Black Tiger. Use up the rest torching the two other arachnids.

After you defeat Black Tiger, take out her two lesser arachnid friends with Handgun shots, just as you did in previous battles.



With all arachnids defeated, head to the northwest corner and take the Survival Knife from the group of barrels. If you already have a Survival Knife in your inventory, ignore this one.



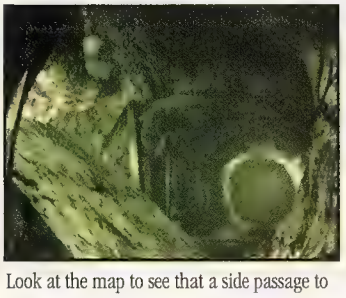
Equip the Knife, and head to the double doors to the south of the room. Six web strands must be cut from the door. Attack the door with your Knife, swipe six times, then open it. If you're playing Chris, use up remaining Flamethrower fuel by torching the webs off the doors.

In a narrow passage containing a door to the west (Black Tiger Lair), first head east and check out the dead-end. Take the paper pinned to the north wall. This is the Courtyard B1 Map.

Open the west door, and enter the second Boulder Cavern. Use the map to find your way to another bottomless hole in the main corridor.

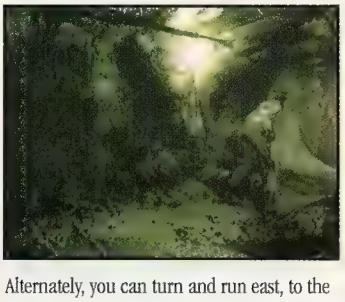
NOTE

Chris must replace the Flamethrower on the hooks next to the west door before he can access this second Boulder Cavern. You've picked up the Knife and Cylinder, so if your inventory is full, you could become stuck here! Make sure Chris has a free inventory space *after* he takes the blue Cylinder Sprocket.

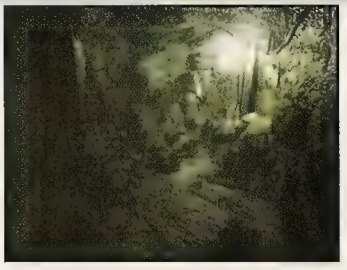


Look at the map to see that a side passage to the south is blocked by the wall contraption. Use the Hexagonal Crank, and turn the section of walls and floor three times until the gap in the wall section leads to the blocked south passage.

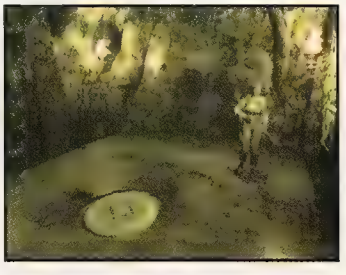
The second boulder dislodges and rumbles toward you. Run in the direction you're facing. Two steps later, you're in the south passage, and the boulder rolls past, crashing into the eastern part of the corridor.



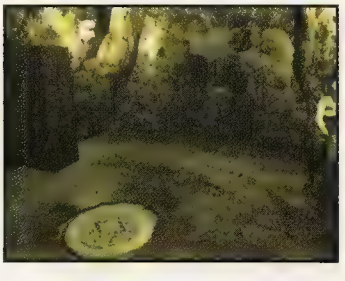
Alternately, you can turn and run east, to the cavern entrance. Run in a straight line to automatically dive into the entrance cave as the boulder slams the east wall.



Before you investigate the door in the south passage, run to the west of this cavern, to the trickling water rocks, and grab the First Aid Kit (Easy and Normal modes). Inside is a First Aid Spray.



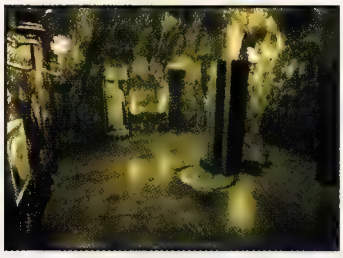
Enter the south door. On the other side is a dead-end Ceremonial Chamber with a smooth stone floor, torches, and two life-sized Greek statues. A small altar to the south is flanked by two candles.



In the middle of the floor is a circular pad. Stand on it to turn 90 degrees counter-clockwise. Face north to turn and face west. A crank next to the entrance door pushes a slab of rock in and out of the west wall.

The second Greek statue has an alcove to push it into, but it is facing the wrong direction. Push the statue north, until it rests next to the slab of rock (make sure the rock is flush with the wall).

Take the Hexagonal Crank, and activate the rock slab. It grinds out, pushing the statue five feet to the east. Optionally, grind the rock slab into place.



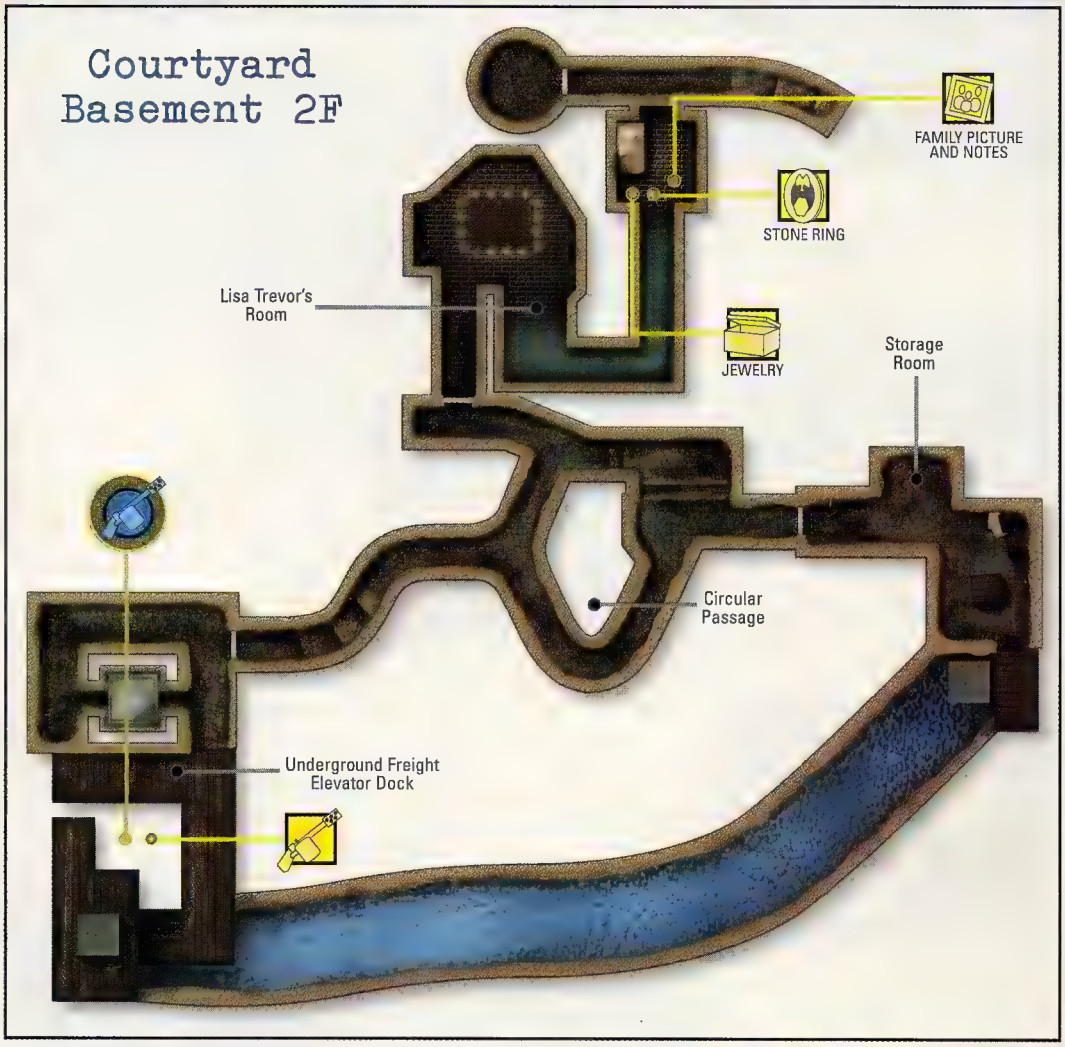
Push the statue from its new position south three times, until you line it up with the circular floor pad. Run around and push it east three times until it sits on the pad and rotates.

You need to rotate it again, so push it east two more times, off the pad. Run and push it west two times, onto the pad. The pad rotates the statue so it faces north—the correct orientation.

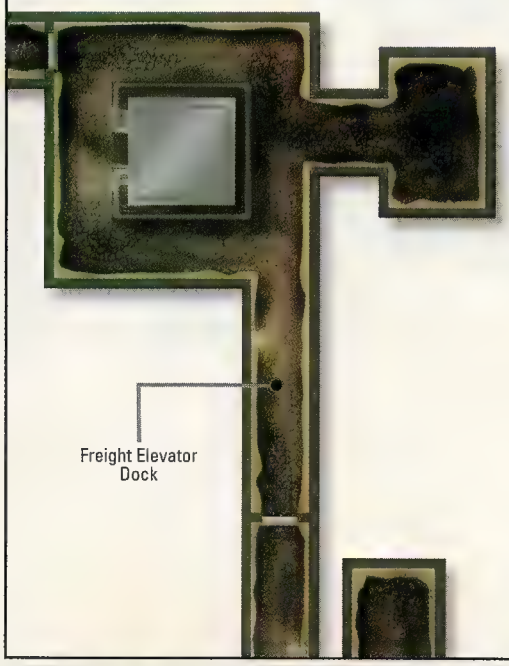
Push the statue south seven times, turn, and shift it west three times. Now it lines up with its alcove. Push it south, so it slides into place. After this occurs, the small alcove rises, and reveals a blue Cylinder Sprocket. Grab this, and run through the caverns and the Black Tiger Lair to the U-shaped Tunnel. Watch out for the Hunter in the first Boulder Cavern if you are playing on Hard mode.

Trevor Terror in the Catacombs

Courtyard Basement 2F

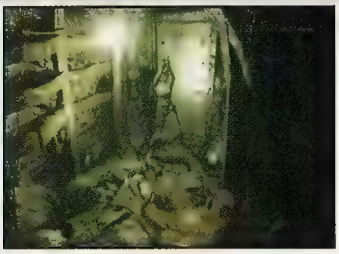


Courtyard Basement 1F

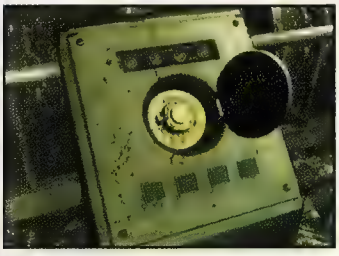


Item Addendum

Drop off the Hexagonal Crank and the extra Survival Knife at the Item Box in the U-shaped Tunnel. Grab any health, keep the blue Cylinder Sprocket, make sure you have one free inventory space, save your game, and head to the Freight Elevator Dock.

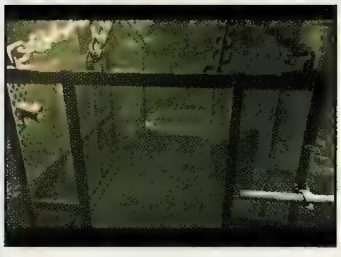


In the T-shaped Tunnel adjacent to the dock, remember that any Hunters you haven't shot are still prowling. Dispatch them if you wish, and head to the dock. You're leaving the Courtyard Basement area for good.



On the Dock, go to the power unit. Take the yellow Shaft and combine it with the blue Cylinder. This creates the Completed Power Cylinder.

Look at the Roman numerals etched on the central part of the Cylinder. If you line up the Cylinder parts, the numerals read "IV, II, III, I," or "4, 2, 3, 1."



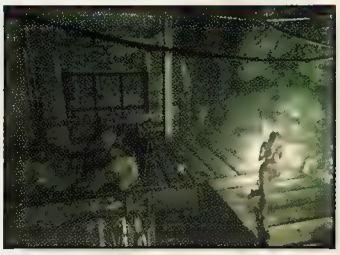
Slot the Power Cylinder into place, and the power unit lights up. It prompts you for a passcode relating to the four red buttons. You must press them in the correct order—the code is on the completed Cylinder. Type "4, 2, 3, 1" and the elevator lights flicker on, and the freight elevator ascends.

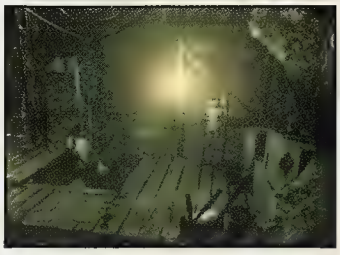
TIP You don't have to line up the numbers on the Cylinder to activate the passcode. Join the Cylinder parts together, type in the code, and enter the elevator.

As Jill starts the elevator, Barry rushes in. They both wonder what's at the bottom of the elevator shaft. There's only one way to find out....

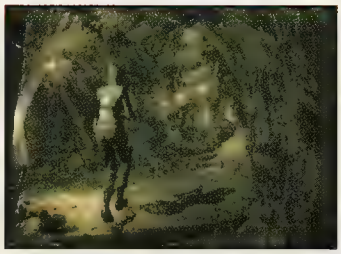
Landing in a large natural cavern, both team members hear a low moaning. Jill checks it out, while Barry "secures" the escape route (the elevator).

If you try to talk to Barry again, he lets you know he's guarding the escape route with his Magnum cocked. Looks like you're on your own....





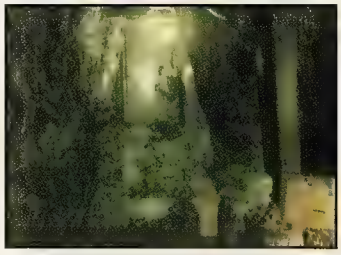
Before you investigate that door, check the remainder of the Underground Freight Elevator Dock. The northwest area around the lift shaft is filled with debris and sandbags. Run along the wooden balcony and go south. Find an Item Box and a ladder leading down. Pick up the item here. At the bottom of the steps is a dock for a cargo carrier.



Move to the northeast, and enter the Circular Passage. The passage winds eastward until you come to a junction.

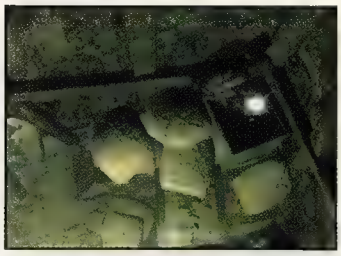
Pick either passage, but be careful—something is lurking in the gloom! The disfigured mutant that was once Lisa Trevor roams this passage. She randomly appears in the north or south joining passages.

You may fire upon her until she drops. However, tiny tentacles mend her wounds, and she resurrects herself from the ground. If you're too close, she might wallop you with her fused wrists. The best plan is to run away.

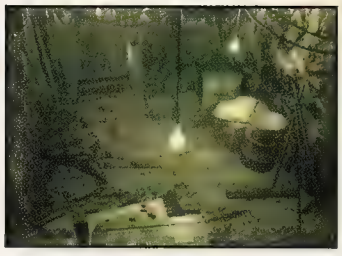


This chamber has two exits: a locked door to the northwest and an unlocked door to the east. Open the east door.

Inside the Storage Room, you're out of Lisa's reach. Crates are piled in the northeast corner. Clamber onto the first one covered in stones.



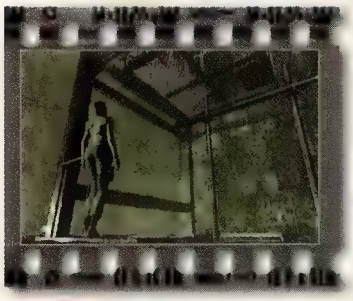
Climb up another crate to the northeast corner, where items glisten on a box. Take them.



Climb down and head south. Ahead is an empty cargo carrier and a large crate. Shove the crate to the east once, and push it south eight times, onto the carrier.

Activate the cargo carrier; it shifts the large crate through an underground cavern. It reaches the dock at the bottom of the ladder.

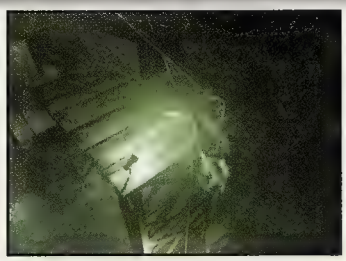
Head to the Underground Freight Elevator Dock. Avoid Lisa Trevor in the Circular Passage on your way out. You can collect the items in the northeast stairwell area.



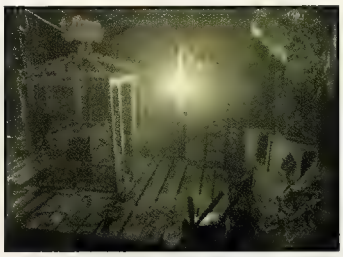
At the Underground Freight Elevator Dock, investigate the Storage Room and return. Barry activates the elevator, trapping you down here with that frothing abomination! Barry has left you to die!

NOTE

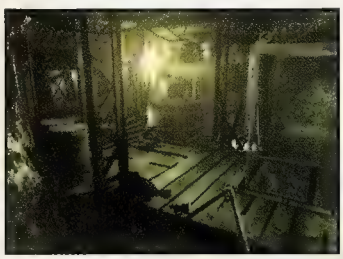
At the Underground Freight Elevator Dock, investigate the Storage Room and return. Notice that the damp conditions have short-circuited the elevator controls, stranding you down here!



You cannot return to the upper basement. Make your way along the wooden balcony to the Item Box (make sure you have at least one space free), and climb down the ladder.



The cargo carrier you activated has delivered the large crate onto the lower dock. Push it north 10 times, toward the garbage compactor.



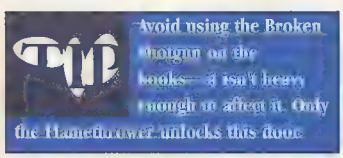
Now push the large container east. After four pushes, it falls into the garbage compactor chute.

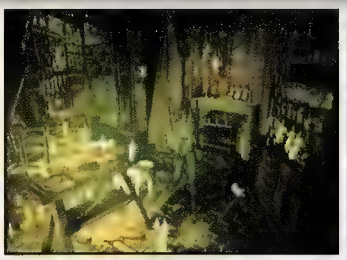
Activate the garbage compactor from the control panel; the container is completely crushed. Spot the item lying in the crate wreckage. Grab the item. It's the same type of Flamethrower that Barry used to torch Plant 42 and that Chris used in the tunnels previously. However, the muzzle is broken and it cannot be used.

It serves a useful purpose, however. Return to the Item Box, and make sure you have two or three free item spaces. Move into the Circular Passage, and attempt to outwit Lisa once again.

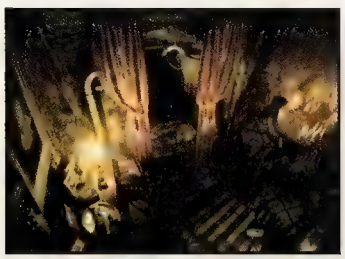
Head to the southern part of the Circular Passage. Activate the rusting lever in the north cave wall. A set of hooks protrudes from a locking mechanism next to the northwest door.

Run to the locked northwest door immediately, avoiding Lisa as you go. You have 15 seconds to reach the hooks and slot the Flamethrower onto them; the weight unlocks the door.

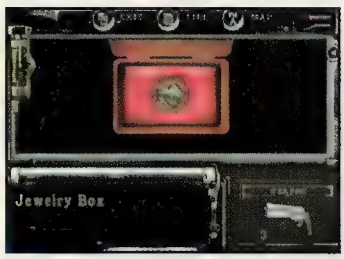

TIP
Avoid using the Broken Shotgun on the hooks—it isn't heavy enough to affect it. Only the Flamethrower unlocks this door.



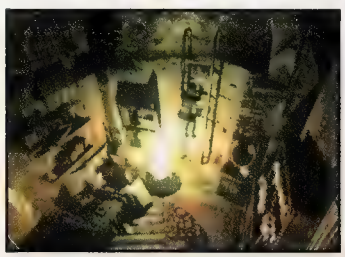
Flee Lisa Trevor, and close the door behind you. You end up in Lisa Trevor's Room. The initial chamber holds nothing valuable. Enter the waist-deep water. Run along the waterlogged tunnel, avoiding the Garden Snakes that fall from the ceiling.



You emerge in Lisa's other hideaway. Take the Jewelry Box from the table.



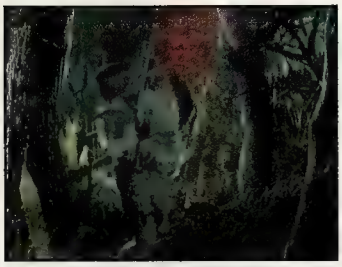
Notice the familiar design on the box. This casing opens when you activate the lid. Inside is the Stone Ring surround for your Metal Object, along with the Family Picture and Notes.



You are finished in these catacombs, so take the Dagger from the bed (Easy mode), and climb up the ladder to an adjoining tunnel. Head east and pick up the items you find at the end of the passage.

Head past the ladder, down to a large well shaft to the west. Clamber up the metal ladder to the top of the well.

You are in the area where you found the Square Crank. Head to the Item Box, take the Metal Object and combine it with the Stone Ring. The result is a second Stone and Metal Object. Make sure you have one Item space available.



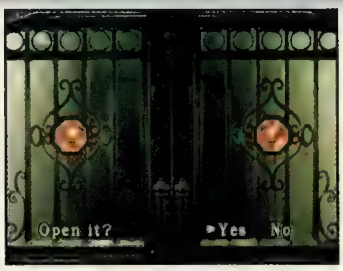
Retrace your steps through the woods to the Stone Storage Shed. Two enemies roam the Grave Plot. Any Zombies you've shot but not disposed of will be Crimson Heads. This is your last chance to take the Magnum.

Go into the mansion's Back Entrance. Stop at the stone lock indent, and remove the first Stone and Metal Object. This locks the shed door.

Stop! You are about to lose the ability to return to the Courtyard area. Take any minor items you wish to bring into the Residence and Courtyard.

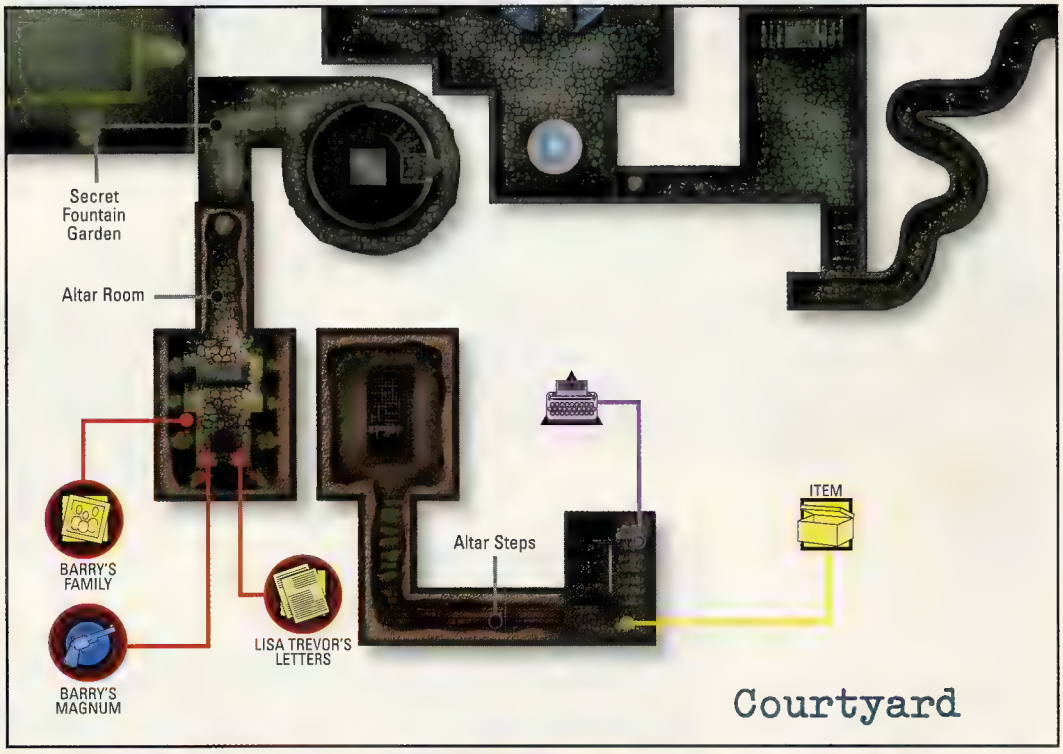
With both Stone and Metal Objects in inventory, go to the Connecting Corridor, into the Gallery Chamber, through the Graveyard, and up to the hidden door in the Main Hall stairs.

Head down the stairs to the Main Hall first floor, around to the northeast or northwest, and head down the stone steps underneath the staircase to the double gate.



Place both of the Stone and Metal Objects in the circular iron indents in the wrought iron gates, and the doors unlock. Once you place these objects, they cannot be removed, barring your return to the Residence or Courtyard. Head through the unlocked double gates.

The Abomination Escapes!

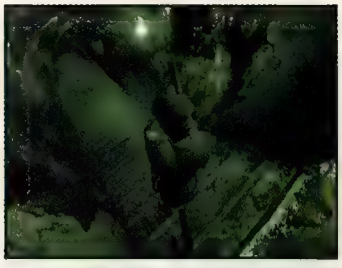


Item Addendum

There is a Typewriter in an alcove on the east wall. Ignore it for now, and head down the steps to the Item Box. Take a weapon and ammunition, a couple of health concoctions, the Medal of Eagle, and the Medal of Wolf. Return and save your game.

To complete this mission with the least number of S.T.A.R.S. casualties, obtain the M.O. Reader from the Tiger Statue room by inserting the Yellow Gemstone you found in the second floor Trophy Room.

Descend the sandstone steps. There is a large underground altar hidden under the mansion.



At the bottom of the steps, a chiseled passage over a deep crevasse has a series of rotting planks. Cross this, and head for the door at the passage's west end.

Beyond this door lies a rock tunnel dotted with candles. Turn south, and run down the rudimentary steps to the ladder in a small antechamber. Climb down the steps while facing north.

Jill steps onto a huge ceremonial altar, flanked by a bottomless pit on either side. Ahead she spots Barry attempting to open a sarcophagus.

Suddenly, he draws his Magnum, but Jill knocks it out of his hands and points it at Barry's face.

An inhuman scream echoes through the chamber. Lisa Trevor comes into view, sporting more mutations! Tendrils explode from her head, and she charges Jill and Barry.

S.T.A.R.S. Alignment

Barry pleads with you to give him back his Magnum. Will you?

No: **Lisa advances on the pair and lashes out with a tendril, knocking the gun from Jill's hand and leaving her dazed on the ground.**

Lisa plods toward Barry, who attempts to grab the gun. He misses, and a blow from Lisa Trevor's fused arms launches him off the altar platform into the bottomless pit.

Barry is dead! Only Barry's Family Photo remains. Pick this up, along with Barry's Magnum, as soon as combat starts.

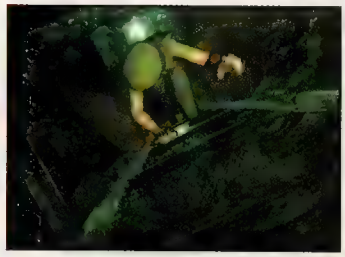
Yes: **Barry bears his weapon on the advancing monstrosity. You now have backup for the battle to come.**

Warning! Barry's .44 Silver Serpent Magnum looks identical to your Silver Serpent Magnum, but your model is a .357, and Barry's weapon will *not* take Magnum bullets. It has six shots, and cannot be reloaded. Don't confuse the two weapons!

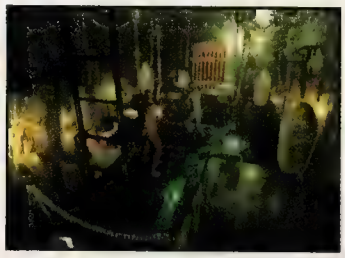
Chris steps into a huge ceremonial altar, flanked by a bottomless pit on either side. He is attracted by gunfire. Captain Wesker is here. There's a shuffling freak that's trudging your way.

Warning! Lisa Trevor

With or without your fellow S.T.A.R.S. member helping you, the following fracas with Umbrella's most shocking experiment follows a similar pattern. Dodge Lisa Trevor's attacks while moving to the four corners of the altar platform.



You can leave the altar and head up the ladder to the altar steps. However, Lisa will still be here when you return, and Barry or Wesker is likely to take the brunt of her attacks.



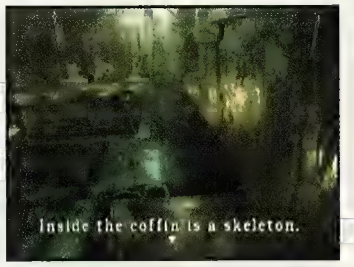
Barry plants Magnum rounds into Lisa's hide; this is the only weapon that fazes her. For this reason, do not expend *any* bullets in this combat. You can blast Lisa off the platform, but she grabs it and immediately pulls herself back up.

Quickly complete this combat; otherwise, Lisa sends Barry or Wesker flying off the side of the altar platform!

This fight involves pushing, not firing. Run to the southwest corner of the altar platform, and shove the stone boulder attached to a chain off into the chasm below. It takes two shoves, pushing south or west.

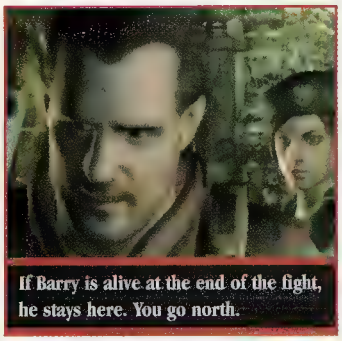
Lisa Trevor is spooked by the opening of her mother's tomb, and it stirs vestiges of her memory. Driven demented by years of abuse and torment, Lisa attempts to end it all, and falls off the ledge into the dusty darkness.

Move to the southeast stone slab, and push this off. This only takes one shove, pushing it south, or two pushing west to east. If Lisa nears, move away to the remaining stones.

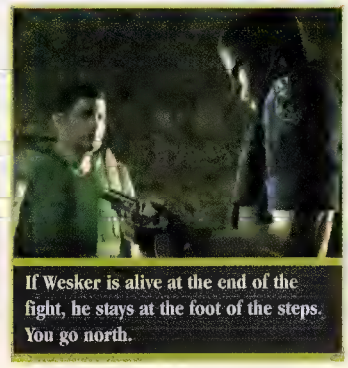


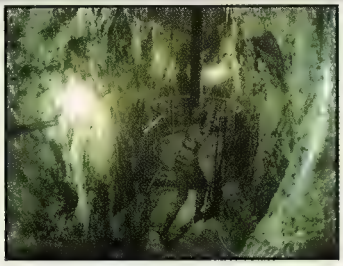
With Lisa gone, and the chain stones opening an exit gate to the north, head between the two broken statues. Take the final part of Lisa Trevor's Letters.

It's imperative to avoid Lisa Trevor—she will wound you. If you are hit while standing near the crevasse, you might fall and die. If you stand near a stone slab and Lisa swings,



she sometimes knocks the stone off for you. You can only push the north stone slabs in one direction. Heft the northeast slab eastward three times. Move to the northwest slab. One shove west causes the fourth and final chain stone to fall. The chains are connected to a central sarcophagus, which slides open.



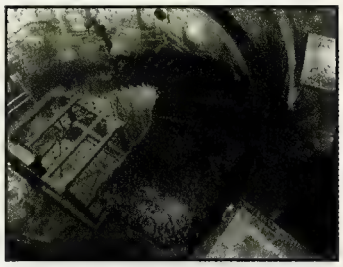


Pass under the gate; take the winding passage to the elevator. Ride it up. You emerge in the Courtyard, in an area you couldn't reach before.

Check the double doors to the west. These lead to the helipad, but they're bolted shut. Head east instead.

This is the Secret Fountain Garden, gateway to Umbrella's key laboratory facility! However, to get inside, you must solve the puzzle. There are two statues around the sides of the fountain.

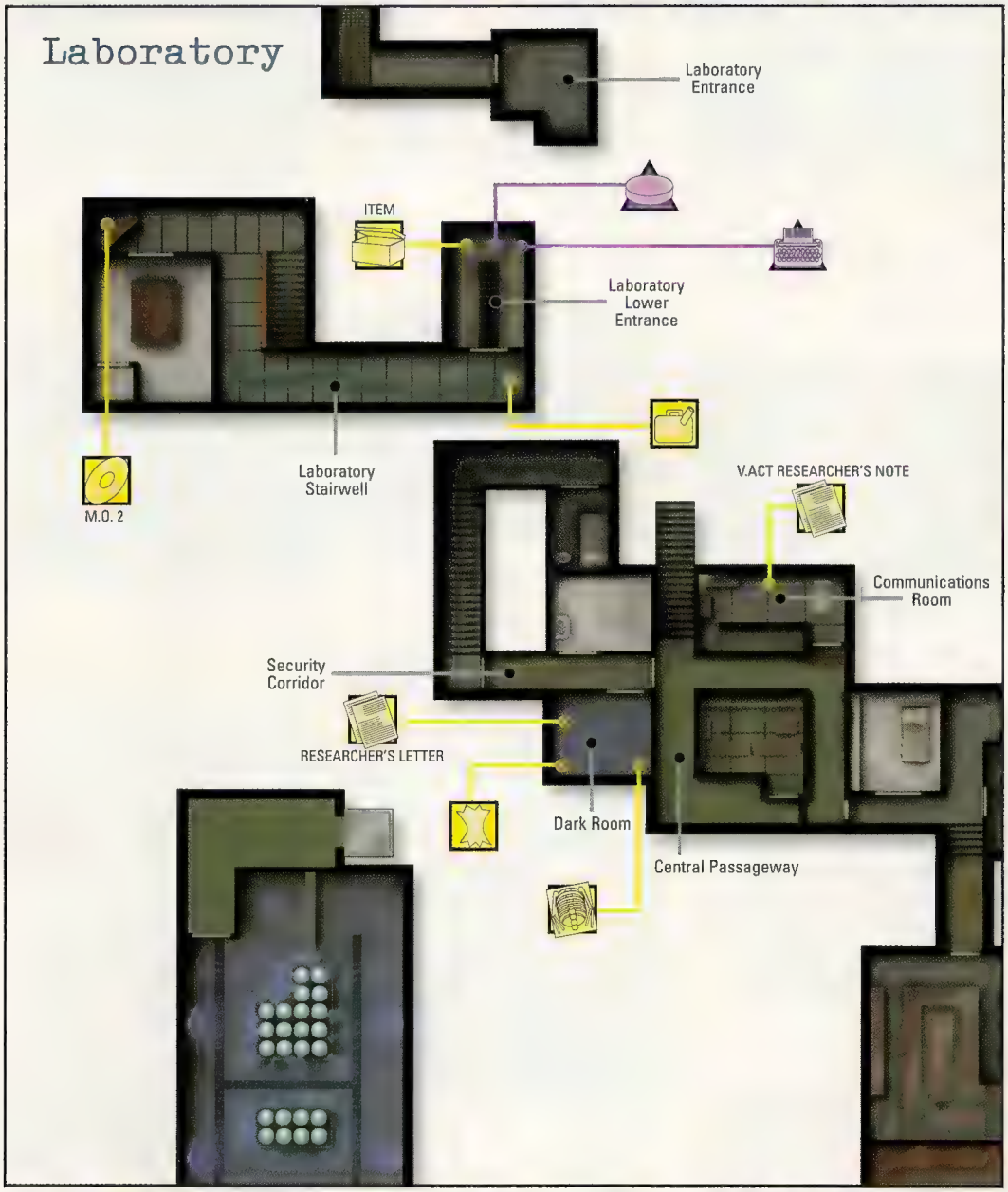
One is to the north part of the fountain, the other to the south. Both statues have Medal-sized indentations. Place the Medal of Wolf in the north statue, and the Medal of Eagle in the south statue.

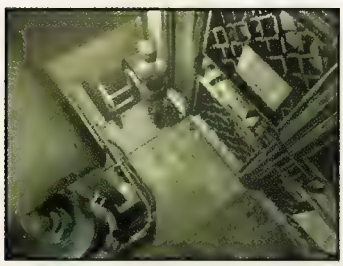


Water drains from the fountain pond, creating an entrance to the east. Check your map. Move to the east, down the spiral steps to the cargo elevator. Activate it, and ride it down to Umbrella's main Arklay Laboratories. You're going to unmask a traitor once and for all!

The Evil Inside

Laboratory





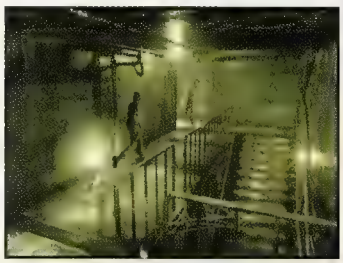
From the elevator, step into a small Laboratory Entrance. Walk north and inspect a locked door. A notice marked "Will Not Open Unless in First Class Emergency" is bolted to it. Climb down the maintenance ladder to the southwest.

Item Addendum

At the bottom of the steps, pick up Ink Ribbons near a Typewriter and Item Box; rearrange your inventory. You can take the M.O. Reader 1 (found in the mansion), and keep a couple of spaces free.

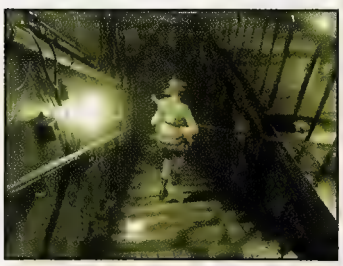
Through the double doors is the Laboratory Stairwell. On the other side of the door is a Gas Canister. Remember this for torching the incoming dead.

Farther along the corridor, tackle and defeat an enemy. Collect any items you find in the corridor. Take the north junction.

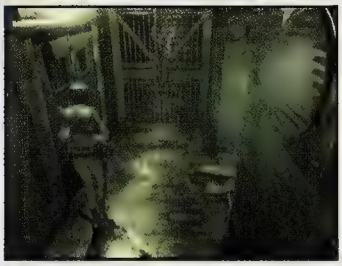


Stand to the south of the junction, and either blast your foe as it reaches the top of the stairs, or run past it when you descend.

As you round the corner, heading west, you encounter another surprise. This beast is wandering near a decomposing office table. Take the M.O. Reader.



You can only go down; take the stairs to the barred gate on the Basement Level 3. It opens onto the Central Passageway. There are four doors, two unlocked ones to the northeast, and two locked ones in the southeast corner. Run east, and deal with an enemy in the tunnel.



Continue through the passageway, heading northwest. A second Zombie lurks in the southeast. Dispatch it, and take the items on the portable lab trolley and shelf. Head through the northwest double doors.

You appear in a Security Corridor, with a locked door in the north wall. Pick up the items in the First Aid Kit, and check the security door. This leads to the Holding Cells and is closed by three locks.

Open the only unlocked door—in the southeast corner—and head into the Dark Room. In the southeast corner is an X-Ray for an Umbrella worker named Clark David. Take it.

On the south wall is another X-Ray—take it. This one is for Gail Holland.

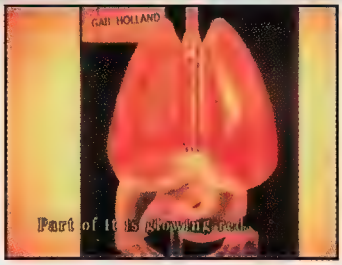
On the north wall, find the Researcher's Letter, written by a facility worker to his girlfriend Ada Wong. Read it. The names of the researcher and his ladyfriend stand out—John and Ada. View the X-Rays of Alex Bechet and Ed Fisher on the west wall.

To view the workers' x-rays, hit the switch to bathe the room in light. The workers' names start with consecutive letters of the alphabet: Alex Bechet, Clark David, Ed Fisher, and Gail Holland. Affix the X-Rays to the lighting.

Inspect the first chart. Alex Bechet has an inflamed colon.

Clark David seems to have trouble swallowing, thanks to an inflamed esophagus.

Ed Fisher's liver has seen better days.



Gail Holland's lungs are her problem area. Put these four organs together (colon, esophagus, liver, lungs), and the first letters spell "cell."

With this clue, exit the Dark Room, move into the Security Corridor, and go to the Central Passageway. Head east through the double doors in the northeast corner.

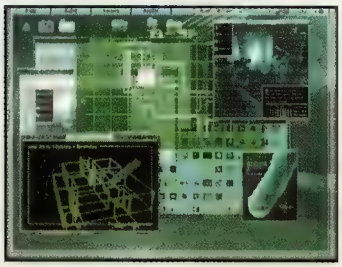
NOTE

Did you execute your foes in the corridor? If you don't finish them off by burning or headshots, they'll turn into Crimson Heads!

Inside the Communications Room, take the items that you find along the east wall by the radios. Head to the northwest corner and take the V.ACT Researcher's Note.

Next to the V.ACT Researcher's Note is a working computer terminal. Log into the password screen. From your rummaging in the Dark Room, you should intuit that the login is "JOHN" and the password "ADA." If you make a mistake, press Ⓒ. After logging in, the computer allows you into the Basement Doorlock Operation Program.

Choose "B-2F" and you're prompted to enter a password. Type in "CELL." Permission is granted, and a schematic of the open chamber (the double doors in the stairwell next to where you found the M.O. Reader) is shown.



Now select "B-3F" (a password is unnecessary), and the room in the north wall of the Security Corridor becomes accessible. Head there after logging off the computer.

NOTE

In future operations, when you enter this Communication Room and know the computer passwords, you may simply input them.

Head into the containment area and grab the items behind the computer.

Traitor Unmasked!

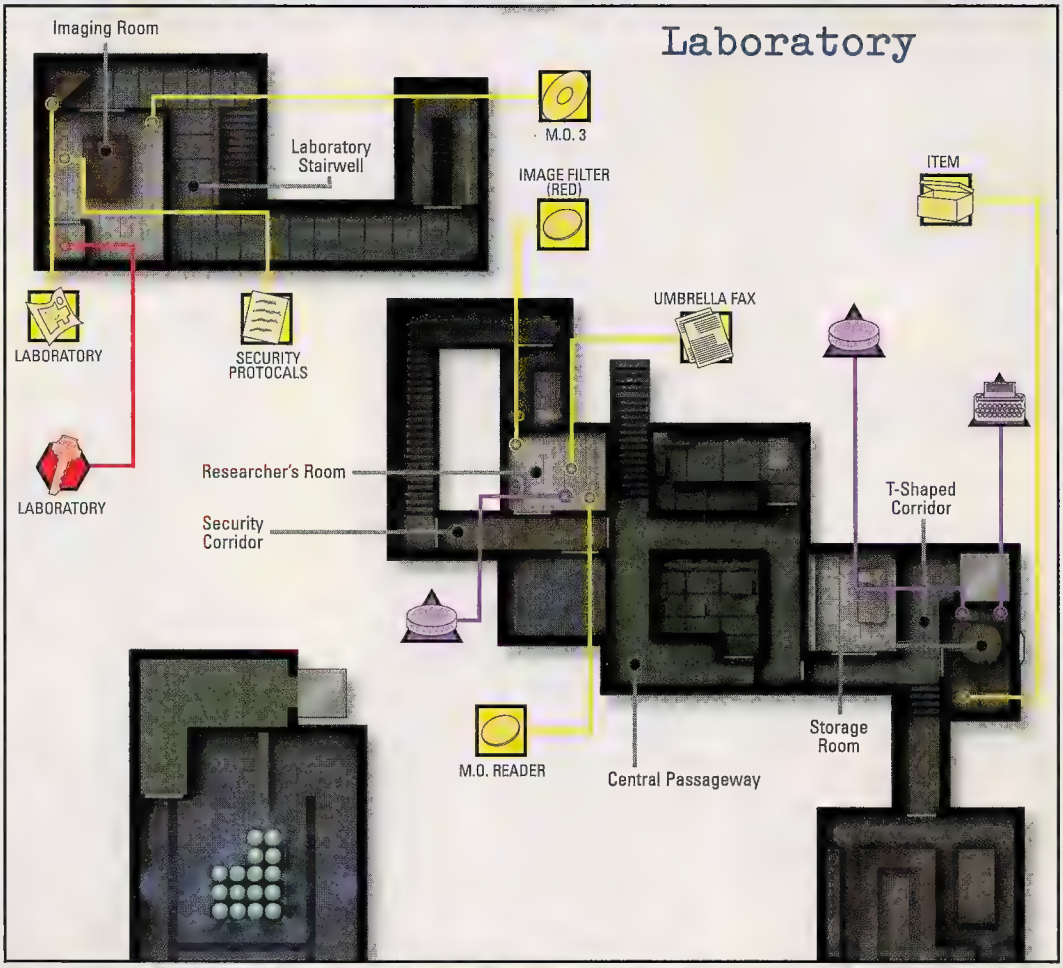
Head through the Central Passageway. Avoid the crimson claws, and head into the Security Corridor. Go through the door into the Researcher's Room.

Watch out! There's a hideous surprise waiting for you when you step into this lab. Cut it down immediately! (It appears in Normal and Hard modes only.)

Collect the items from the steel sink on the west wall, and the Ink Ribbons (Easy mode) from the chair near the door. Check the table next to the X-Rays—take the Slide Filter.

Head around the corner, and you almost bump into an enemy! Aim at the back of its head, and take it down. It appears only on Easy mode. On the shelf by the M.O. Reader is an

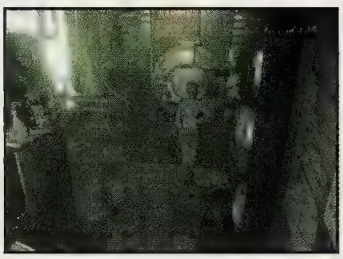
Umbrella Fax. Take it, then inspect the table. Umbrella recently took delivery of three black



M.O. Readers, each one linked to the security door to the west of this floor. Place either M.O. Reader into the Reader, and the lock lever becomes operational. You now can unlock one of the three security levers to the Holding Cell.

NOTE

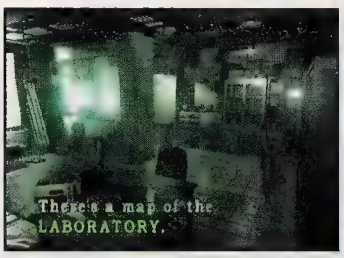
All three of the M.O. Readers are the same, so it doesn't matter which one you place in which Reader.



Ignore the security lever for now, and check the northeast part of the room. Behind a thick glass door is a dispenser of Nitro—a highly unstable element used as a back-up power source. You need a container to fill with this.

Move to the Central Passageway and up the stairwell to the B2F double doors you unlocked via the computer. Step into the Imaging Room. Improperly disposed of Zombies may be red and deadly.

Step forward and take the First Aid Spray on the table (Easy/Normal modes), and check the item in the northeast bookshelf. You've located the third and final M.O. Reader!



Farther west along the north wall, detach a map of the entire Laboratory. Take this, the Security Protocol Note, and any other items that you find. Is Albert Wesker working for Umbrella? And just what is a "Tyrant"? Continue around to the projector on the table.

Switch on the projector. The slideshow is an official report on Bio Organic Weapons created by Umbrella in this laboratory! Notes on the Cerberus, Neptune, Hunter, and something humanoid, huge, and powerful are all detailed. But most distressing is the photograph of the scientists: isn't that Captain Albert Wesker?!

The presentation ends with a barcode and the number "834170823." However, this number is useless unless you place the Image Filter on the projector. Play the slideshow again, and the number changes to "8462."

In the northeast corner is a security keypad allowing access to an imaging suite area. Activate it, and type in the four-digit number you just saw. A wall opens up to the southwest.

Enter the Imaging Room and take the Laboratory Key from the trunk. This opens the two locked doors downstairs. Check out the video-editing equipment.

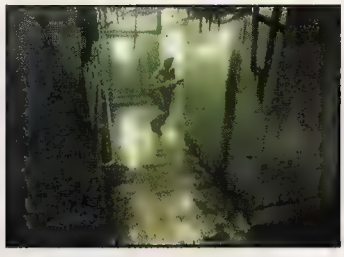
Kenneth's Last Stand

Did you take the DV Tape from Kenneth Sullivan's corpse in the mansion's corridor west? If you did, you can view his final moments with horror!

The 10-second footage shows Sullivan in the hallway, apparently surprised by the undead. Firing wildly, he falls to the ground.

The Zombie pounces, clawing at him, then clamps its jaws around Sullivan's neck and slashes him violently before the shoulder camera cuts out.

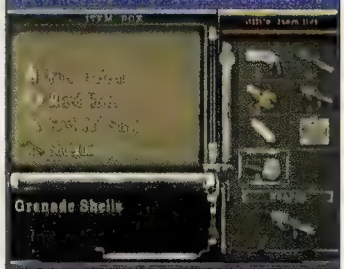
Run down the stairway, traveling south along the Central Passageway; turn east and unlock the double doors to the north, just before you reach the corner door. Don't enter this chamber yet. Unlock the corner door and discard the Laboratory Key.



Enter the T-shaped Corridor, and continue east. The double doors on the north wall are rusted shut and you cannot open them. Continue east and open the door directly ahead.

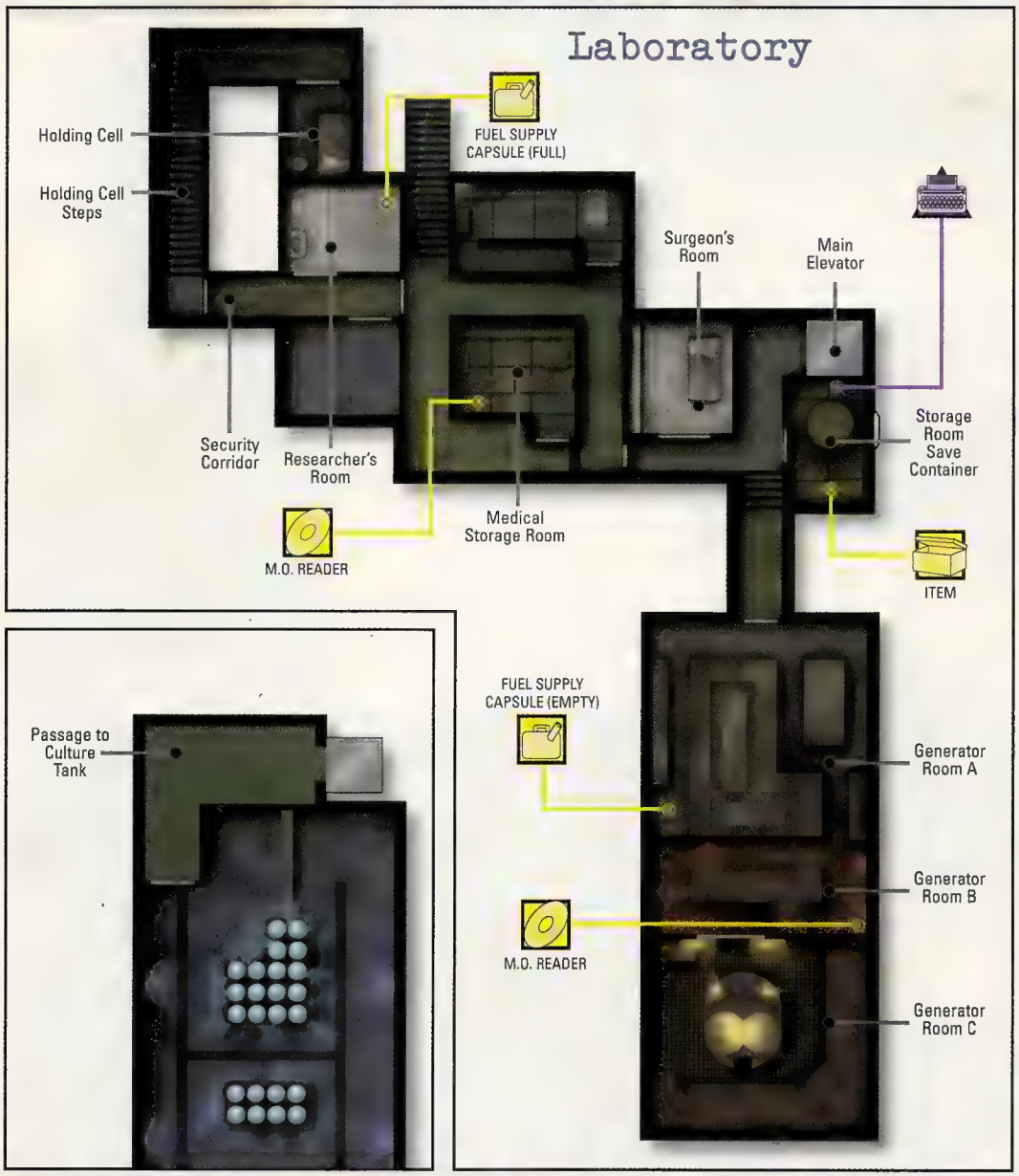
This leads into a small Storage Room containing a Typewriter, Item Box, and a number of objects. Take the items from the table and shelf.

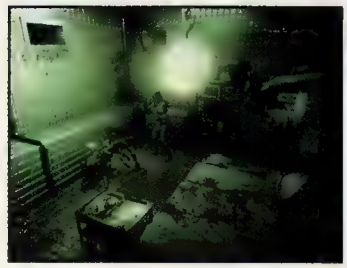
Item Addendum



Take your Shotgun, Grenade Launcher (Jill) or Magnum (Chris), and the appropriate ammunition from the Item Box. Grab some health and your two remaining M.O. Readers, plus the Laboratory Key if you still need it. Save your game.

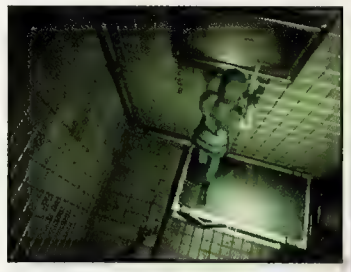
The Quick and the Dead



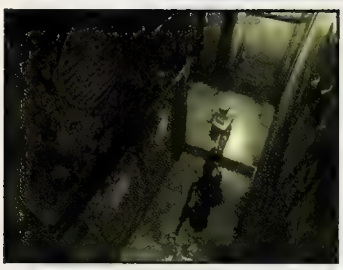


A Chimera scuttles across the ceiling as you climb to reach the southeast vent. Drop it with your Shotgun or grenades.

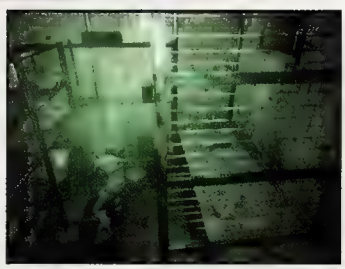
Once inside the Surgeon's Room, be wary of another Chimera leaping down from a vent. Blast it with heavy weapons (save your Magnum bullets if you can). Look at your map to see that you've climbed over the ceiling of the Central Passageway and are behind the sealed double doors.



Stand on the small cabinet in the northeast corner of the Surgeon's Room, and crawl through this third vent. The other two lead back to the first part of the Medical Storage Room.



Move west along the corridor, ignoring the north-south passage, and into the Central Passageway. Head directly to the double doors, and enter the Medical Storage Room.

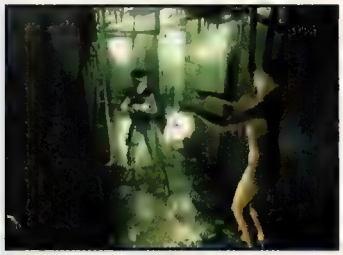


Ignore the rasping noises and push the metal shelving in front of you. This allows you to grab the items from an adjacent shelf.

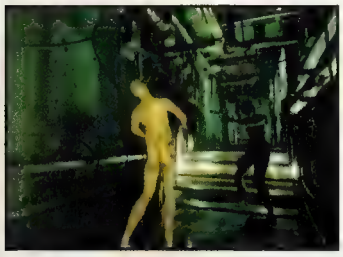
Leap onto one of the two tiled shelves on the east wall, and squeeze through the ventilation shafts to the Surgeon's Room. Take the northeast vent, and you land on the other side.

This lands you back in the west side of the Medical Storage Room, in an otherwise blocked area. Head for the M.O. Reader terminal. Take the Battery Pack (Jill—Easy/Normal modes) or Flash Grenade (Chris—Easy/Normal modes) and use another Disc to unlock the second security lever. You meet a second Chimera in this room (or the Surgeon's Room) if you've only fought one so far.

Push the shelving into the main path of the room, allowing you access to the exit. You have one more M.O. Reader to find.

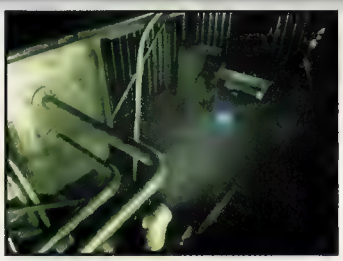


Return to the T-shaped Corridor, and clear the north-south passage of enemies. Tackle one by the large elevator shaft. The elevator lacks power.



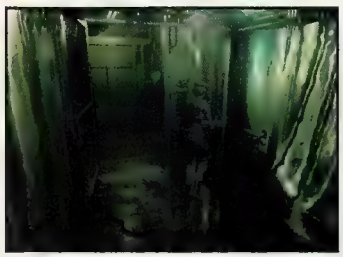
There's a nasty surprise at the foot of the south steps. Your Shotgun aims at head height if you stand above it, so try for a headshot. These creatures do not appear on Easy mode.

Run south and open the double doors leading to Generator Room A. Once inside, follow the arrow to the west, and down the narrow metal corridor between the generators. Destroy another Chimera in this area.



When you reach the southwest corner of the room, you spot an energy converter, which turns Nitro into useable energy. Take the empty Fuel Supply Capsule. You need to refill it and return here.

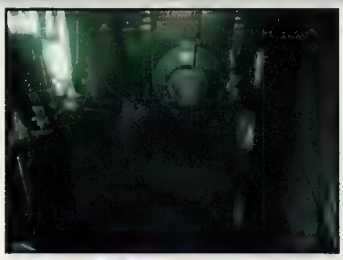
You don't need to investigate the east part of this room, but if you head to the southeast door, prepare to repel two Chimeras that drop down from vents.



With the Fuel Supply Capsule, backtrack up through the T-shaped Corridor, into the Central Passageway, to the Security Corridor, and finally into the Researcher's Room.

TIP

It is *vitally* important that you clear any enemies from the path you just took. Take out any Zombies in the Central Passageway, the two Zombies in the T-shaped Corridor, and the Chimera in the west area of the Generator Room A.

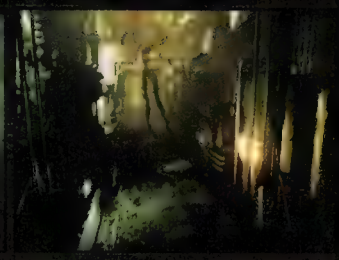


Move to the Nitro dispenser in the northeast of the Researcher's Room, and fill it with Nitro. You must activate the machine, not use the Capsule. Once you have this highly volatile substance, observe the conditions set out in the adjacent table. If the Nitro explodes, you instantly die. Note that Nitro can be stored in Item Boxes or carried in your Inventory, but not used as a weapon, unless suicide is your plan.

NOTE

Running with Nitro is risky. You can tap and hold ⊙ for a second to quicken the pace slightly. If you hold ⊙, you have at least two seconds of running time before the Nitro explodes. After that, it explodes within a time frame based on your difficulty setting.

Nitroglycerin Carrying Conditions



Condition	Chance of Explosion
Weapon Fire (Shotgun, Magnum, Grenade Launcher, Rocket Launcher)	25 percent
Caught in Defense Grenade explosion (Chris Redfield)	20 percent
When grabbed by Zombie	30 percent
When grabbed by Chimera	20 percent
When attacked by Zombie	20 percent
When attacked by Chimera	20 percent
When running (Easy mode)	Explodes between three and six seconds
When running (Normal mode)	Explodes between three and four seconds
When running (Hard mode)	Explodes after three seconds

Turn around (do not spin around), keep your thumb off Ⓠ, and walk to the Researcher's Room door. Walk back to the Central Passageway, T-shaped Corridor, and down into Generator Room A.

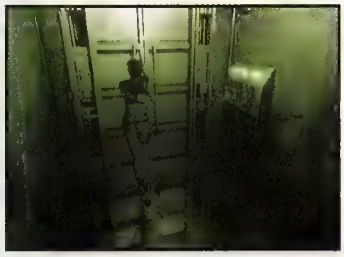
Slot the Fuel Supply Capsule into the generator, and it automatically powers up. The Laboratory now has an energy source. Switch the main power back on.

Head south to Generator Room B. Blast the Chimera bursting from the vent above the door. Head behind the mesh to the alcove. Produce the third M.O. Reader, and slot it into the Reader. Now you can activate the final security lever.

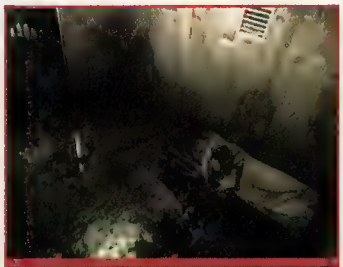
You still need to restore full power. Run east along the gangplank to the double doors in the south wall. The nearby vent spews out up to three Chimeras. Remember that Defense Weapons work when Chimeras grab you, and you can find a Battery Pack (Jill) or Flash Grenade (Chris) in the southwest corner.

Head into Generator Room C, head west, then south to the generator's central computer. Reboot it, and the generators kick in, the lights come on, the elevator hums into life, and the security door leading to the Holding Cell.

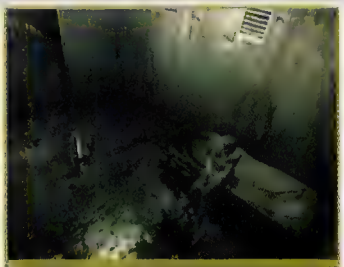
Three more Chimeras scuttle from the vents during this activation process. Blast them or avoid their talons.



Return to the Security Corridor, and pull the three security levers down. All of them need to be green. If they are not, you missed placing an M.O. Reader in a Reader. The security door can be breached only after you restore power.



Head down the steps heading north, and round the corner. Move east to the single locked door at the end of the passage. This is where Chris Redfield is being held! He's alive!



Head down the steps heading north, and round the corner. Move east to the single locked door at the end of the passage. This is where Jill Valentine is being held! She's alive!

The prison door is firmly shut and requires a key. Jill promises Chris she'll free him. He's counting on her not to forget him!

The prison door is firmly shut and requires a key. Jill tells Chris that Wesker is.... Chris promises Jill he'll free her. She's counting on him not to forget her!

Item Addendum

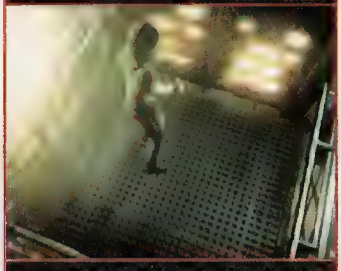
Go to the northeast corner of this basement level, to the main elevator. The power is now restored. Dive into the Storage Room, and grab your Magnum with all available ammunition, your Shotgun, and two or three lots of health, then save your game.

S.T.A.R.S. Alignment

Call the elevator, then step into it. Did Barry die during the battle with Lisa Trevor?

No: As Jill waits for the elevator, Barry runs in, attempting a wisecrack that falls on deaf ears. Is Burton the traitor? Is she walking into a trap?

Both teammates step onto the elevator, and ride it down to the Basement Fourth Level.



Yes: Jill simply boards the elevator and heads down to the Basement Fourth Level herself.

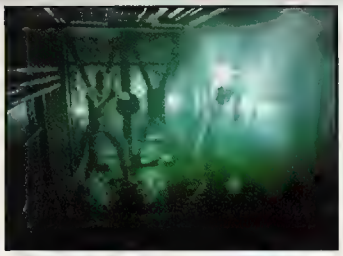
S.T.A.R.S. Alignment

Call the elevator, then step into it. Did Rebecca die during the battle with Hunter in the Office, or did you not investigate her scream?

No: Rebecca comes running down the corridor and stops, panting for breath. She saw Chris in the gardens and caught up. No more splitting up now—the team is united!

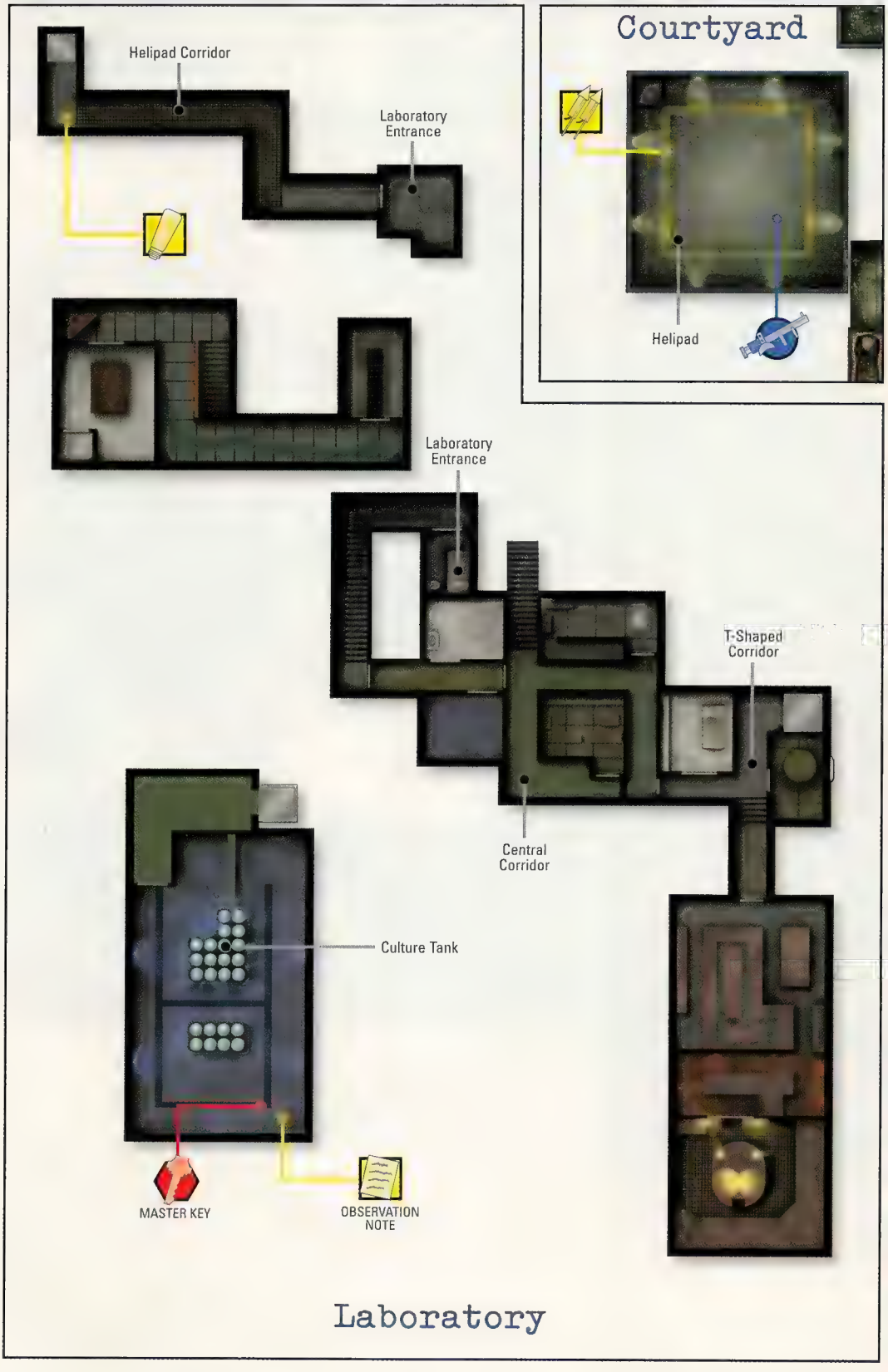
Both teammates step onto the elevator, and ride it down to the Basement Fourth Level.

Yes: Chris simply boards the elevator alone and heads down to the Basement Fourth Level.



Once you reach this restricted level, head to the corner of this L-shaped entrance to the Culture Tank. Pick up the items from the south wall. Whether Barry or Rebecca is with you or not, head to the Culture Tank for a meeting with one of the deviants responsible for this madness. Are the S.T.A.R.S. finished? Find out in the Sealed Section!

Endgame



The following information is deemed "Restricted" by the Umbrella Corporation. Mission parameters begin with the "Endgame," detailing S.T.A.R.S. members' final battles and escapes. See the sealed section for endings.

S.T.A.R.S. Alignment

Open the "Biohazard" door leading to the Culture Tank. Is Barry with you, or did he die at the altar?

With Barry: **Barry and Jill enter the Culture Tank to find Wesker at the controls. As they near, Barry draws his Magnum and points it at Jill's head! He has no choice—his family is in danger.**

Jill mocks Wesker, saying he's a slave of Umbrella. After telling Barry to wait at the surface, Wesker retaliates by punching Jill in the face. He's been toying with the S.T.A.R.S. team for his personal interest!

As Wesker fires at Jill's head, another shot rings out, hitting the gun and deflecting the shot. Barry comes in and blasts Wesker from across the control terminal! Wesker presses a control switch. From a huge Culture Tank, liquid drains from the ultimate Umbrella experiment....

Without Barry: Jill enters the Culture Tank to find Wesker at the controls. As she nears, Wesker points his Handgun at Jill's head!

Jill mocks Wesker, saying he's nothing but a slave of Umbrella. Wesker laughs at this, turns and connects with a one-two punch to Jill's head and stomach. She collapses, winded. Wesker means to double-cross Umbrella! Wesker wants to show you something....

S.T.A.R.S. Alignment

Open the door (labeled "Biohazard") leading to the Culture Tank. Is Rebecca with you, or did she die in the Office?

With Rebecca: Chris and Rebecca run into the Culture Tank to see Captain Wesker checking the room's tank controls. "Chris, you make me proud!" Wesker mocks, before spinning around and drawing a gun on Chris and Rebecca!

S.T.A.R.S. was the creation of Wesker, one of the main Umbrella researchers! A recent Tyrant Virus (or T-Virus) outbreak meant his "S.T.A.R.S. project" had to be tested...and nullified.

As an example of his callousness toward his ex-teammates, he fires his Handgun, hitting Rebecca. She staggers back and falls. Is she dead?

Without Rebecca: Chris enters the Culture Tank alone, to see Captain Wesker checking the room's tank controls. "Chris, you make me proud!" Wesker mocks, before turning and punching Chris, then roundhouse kicking him to the ground. Mocking the death of Enrico, Wesker is determined to destroy the S.T.A.R.S. team, and he is about to reveal his method of destruction. After a brief struggle, Wesker backs up, while keeping a lock on Chris. "Time for show and tell!" Wesker cries.

After the battle, move to the southeast corner of the chamber and examine Wesker's body. He's clutching some Observation Notes written by a Doctor William Birkin. The G-Virus? Alexia?

If Rebecca or Barry isn't with you, Wesker drops a Master Key; it is next to his body. Pick this up, as it's the only way you can escape this facility! It unlocks the cell holding Jill or Chris and the escape corridor to the Helipad.

Before you leave, run to the room's northeast corner, and check for a computer panel that releases the electronic door lock. Press it, and the door to the northwest unlocks.

S.T.A.R.S. Alignment

Is Barry slumped in the room after taking a pounding?

Yes: You cannot leave the room without him. Check on him, and he starts to stir. It looks like he's OK. But Wesker is gone. Run!

No: After you release the door lock, exit via the northwest door. Grab the Master Key lying near Wesker's body!

S.T.A.R.S. Alignment

Is Rebecca slumped in the room after taking a gunshot to the chest?

Yes, and You Go to Her: She moves and regains consciousness. Thank goodness for her bulletproof vest!

Yes and You Exit: Rebecca runs to you. She's still alive, thanks to the body armor she was wearing!

No: If Rebecca didn't accompany you to the Culture Room, after you release the door lock, exit via the northwest door. Don't forget the Master Key near Wesker's body!

S.T.A.R.S. Alignment

Head out from the Culture Room. Is Barry alive?

Yes: As you exit the Culture Tank, a security siren starts! "The self-destruct system has been activated. All personnel must evacuate immediately. Deactivating, and releasing all locks." Wesker is blowing the place sky-high!

At the bottom of the elevator, Barry raises his Magnum, looks at you, nods his head, and runs to clear the way to the Laboratory Entrance. Barry will wait for you on the Basement First Floor. Head to the Central Passageway.

No: If Barry died, this mission is a partial failure—Jill can escape, but Wesker is unconscious and cannot destroy the mansion and Laboratory. Head to the Central Passageway.

S.T.A.R.S. Alignment

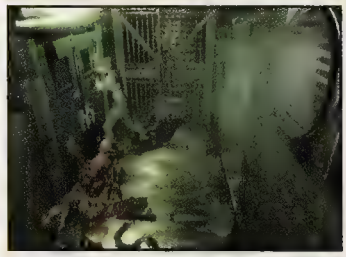
Head out from the elevator. Is Rebecca alive?

Yes: She stops you and says she's found a laboratory file. There's T-Virus in this facility, and it needs to be destroyed. Chris agrees to meet her on the outside, and she will set the base's self-destruct system.

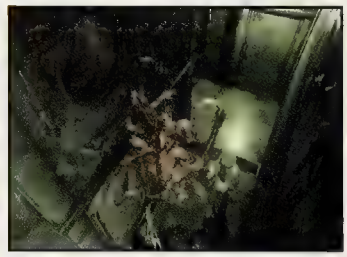
Rebecca runs south, down the T-Shaped Corridor. If you follow her, you find her in Generator Room C, typing in the self-destruct code. Leave her to it, and head to the Central Passageway.

No: This mission is a partial failure—Chris can escape, but there's no way to destroy the mansion and Laboratory. Head to the Central Passageway.

"The self-destruct system has been activated. All personnel must evacuate immediately. Deactivating, and releasing all locks." The base is about to explode! Your teammate started the countdown.



If your teammate is dead, the self-destruction does not commence, and you are left to contemplate what went wrong. Save your colleague next time! Head to the northwest corner of the Central Passageway.



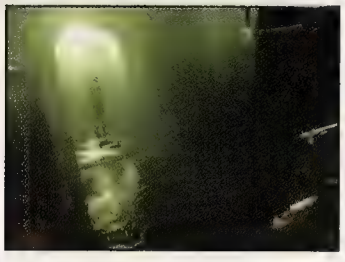
As you race through the Central Passageway, grates fly out of the vent shafts, and Chimeras scuttle out! Run by them to avoid combat.

S.T.A.R.S. Alignment

Do you wish to rescue the S.T.A.R.S. member locked in the cell?

Yes: **Head west into the Security Corridor. If you haven't released the security door, there is time to activate the M.O. Readers. Rescue is impossible if you left the M.O. Reader in the Tiger Statue Alcove.**

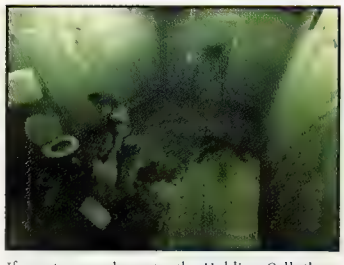
No: **Ignore this door, and head up the stairs. You're leaving Chris (or Jill) to die; either in a massive explosion or from T-Virus contamination!**



To rescue your teammate, open the security door, and head down the steps. Once at the cell door, open it. If the self-destruct system has not been activated, use the Master Key you found near Wesker's body.

Jill opens the cell door, and runs in to rescue Chris. Jill asks if everything's taken care of, and Chris and Jill back out the door.

Chris opens the cell door, and runs in to rescue Jill. She knew he'd arrive in time! Both S.T.A.R.S. members head out the door.



If you turn and reenter the Holding Cell, the cell's security camera sees you. This isn't a problem; grab the item there if you need it, and exit! Now head back up the steps.

At the top of the steps, open the door and exit. Your teammate runs ahead, yelling "let's get going!" before racing on. Move east, through the double doors, and turn north in the Central Passageway, heading through the double gate.

Head up the stairs of the Laboratory Stairwell, and get ready to dispatch a Crimson Head if you killed (but didn't dispose of) Zombies on your way down. Run around the stairs and out the double doors near the Gas Canister to the east.

Item Addendum

Run into the small Laboratory Lower Entrance. Save your progress. Remove the Ink Ribbon, take the most powerful weapon you have (ideally the Magnum with 12 bullets available), Mixed Herbs, or First Aid Spray, and keep one inventory space free.

Climb the ladder to the upper Laboratory Entrance. The double gate to the elevator is locked; there's one way out. Open the secure doors with the sign to the left of them. If the self-destruct system has not been activated, use the Master Key to unlock this door. Discard it after use.

Playing as Jill, if Barry is alive, he beckons you to hurry up here. If Chris is alive, he does the same. If both are alive, they both ask you to hurry! In Chris's game, Jill is waiting for you if you rescued her. Open the door and head into the Helipad Corridor.

At the entrance, find a bunch of items. Take whatever you need, but keep one inventory space free!

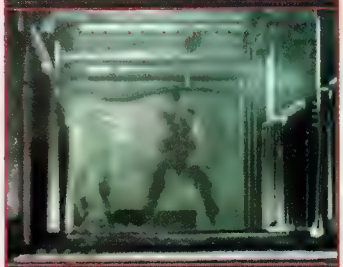
If you obtained Richard's radio during the game, Brad radios one last attempt to raise the team. He is running out of fuel. He needs a sign from anyone still alive on the base.

Your teammate (or teammates if Barry and Chris are alive) catches up to you. Continue to run along the corridor to the end of the steam-filled mesh passage. Grab the Fuse Unit on the ground at the end.

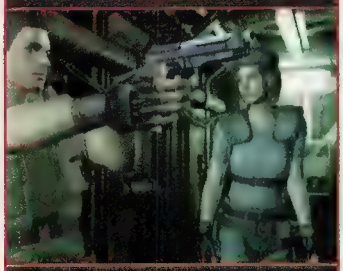
An elevator halts your progress out of the base. It looks functional, but lacks a large fuse. Remove the Fuse Unit and slide it into the power unit compartment. The elevator hums into life.

S.T.A.R.S. Alignment

Who is alive?



Chris or Barry: **They follow you down the corridor. You hear moaning from the far end of the corridor. Chris and Barry hold off any threat while you attract Brad in the helicopter.**

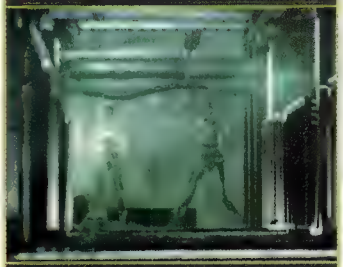


Chris or Barry: **One of them arrives with you. Wesker has started the self-destruct sequence, if Barry is alive. You hear moaning from the far end of the corridor. Chris or Barry holds off any threat while you attract Brad in the helicopter.**

Neither Chris nor Barry: **You wait for the elevator to descend in silence. The torment of leaving your team members to die haunts you.**

S.T.A.R.S. Alignment

Who is alive?

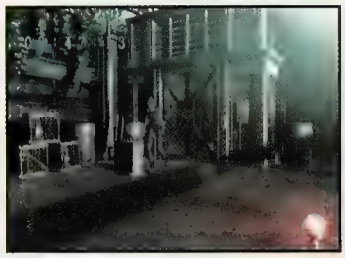


Jill and Rebecca: **Both of them arrive as you slide in the Fuse Unit. Rebecca has started the self-destruct sequence. You hear moaning from the far end of the corridor. Jill and Rebecca hold off any threat while you attract Brad in the helicopter.**

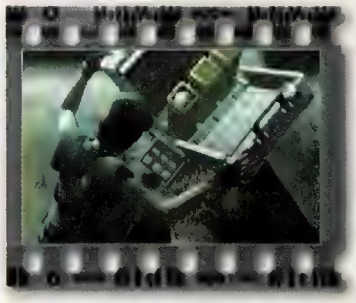
Jill or Rebecca: **One of them arrives with you. Rebecca has started the self-destruct sequence, if she is alive. You hear moaning from the far end of the corridor. Jill or Rebecca holds off any threat while you attract Brad in the helicopter.**

Neither Jill nor Rebecca: **You wait for the elevator to descend in silence. The torment of leaving your team members to die haunts you.**

As you ascend to the Helipad, a timer starts counting down in the screen's upper left. If it reaches 0:00:00, ensuing base detonation explodes you and any others.



After you're out of the elevator, run to the large box in front of you, and grab it. Inspect it. It contains Signal Rockets used as distress flares. Brad is sure to spot these!



Use the Signal Rockets, and you open the box in the middle of the Helipad and launch a single rocket flare high into the pre-dawn clouds.

S.T.A.R.S. Alignment

Who is alive?

Chris or Neither Barry nor Chris: Brad's helicopter descends and picks you up. Check "Aftermath" for further information.

Chris in Cell, Barry: Barry runs out of the elevator. Brad should be along any minute. But then, the ground rumbles, and a massive creature bursts forth! It advances on Barry.

Chris and Barry: Both run out of the elevator. Brad should be along any minute. But then, the ground rumbles, and a massive creature bursts forth! It slams Chris unconscious and advances on Barry.

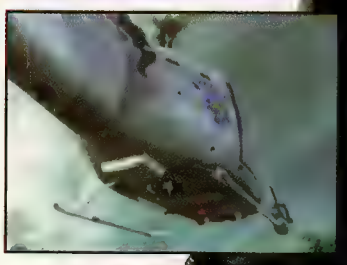
S.T.A.R.S. Alignment

Who is alive?

Jill or Neither Jill nor Rebecca: Brad's helicopter descends and picks you up. Check "Aftermath" for further information..

Jill in Cell, Rebecca: Rebecca runs out of the elevator. Brad should be along any minute. But then, the ground rumbles, and a massive creature bursts forth! It advances on Rebecca.

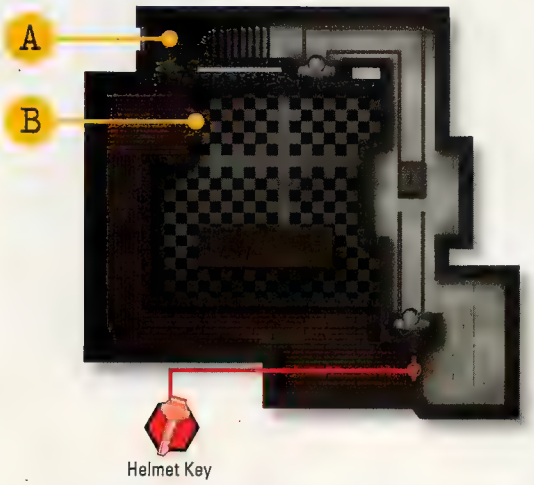
Jill and Rebecca: Both run out of the elevator. Brad should be along any minute. But then, the ground rumbles, and a massive creature bursts forth! It slams Jill unconscious and advances on Rebecca.



Maps, Doors, and Connecting Points

Shown here are all the complete maps, how they connect, and how to unlock the doors. Match the pairs of letters to discover how they connect.

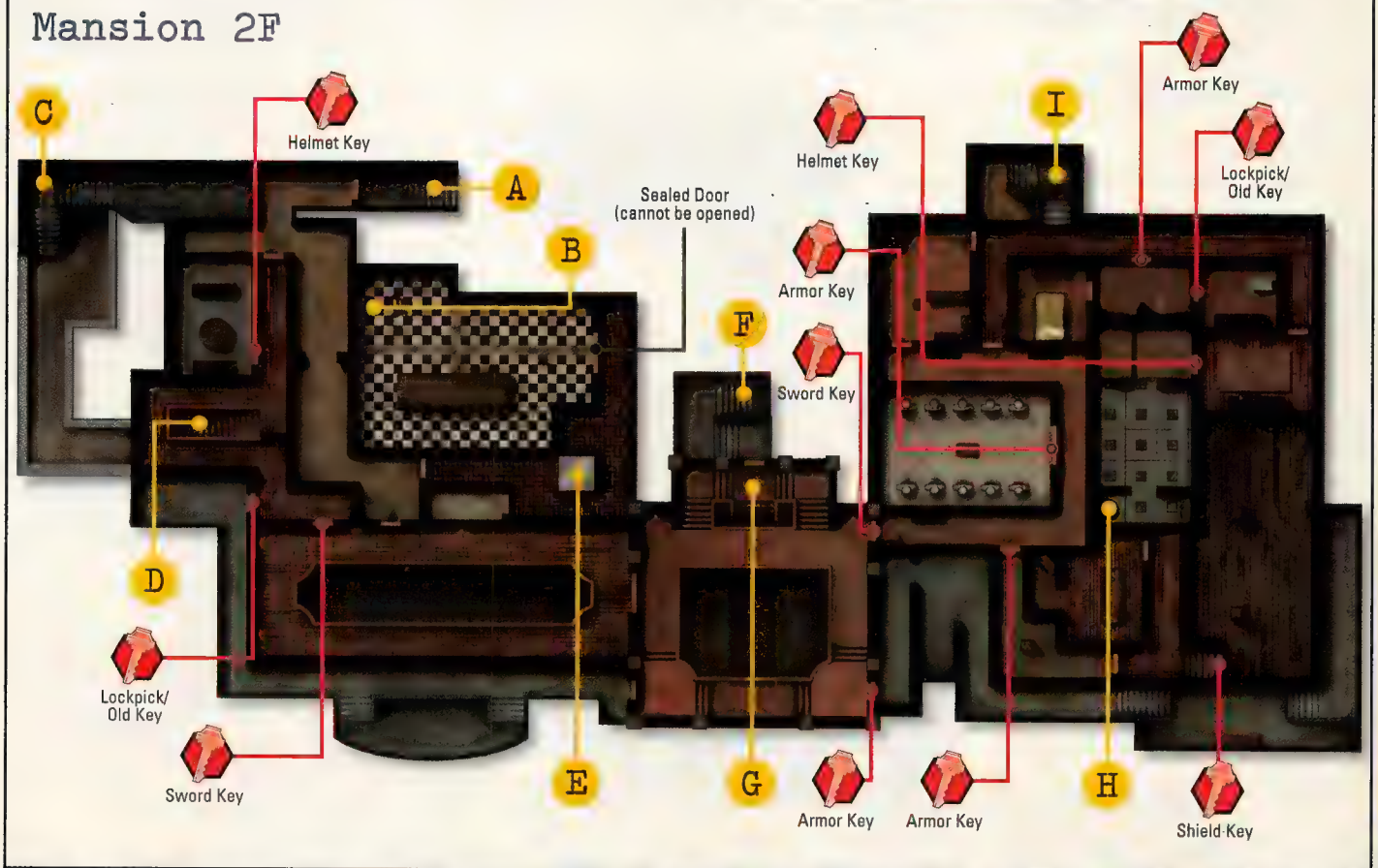
Mansion 3F



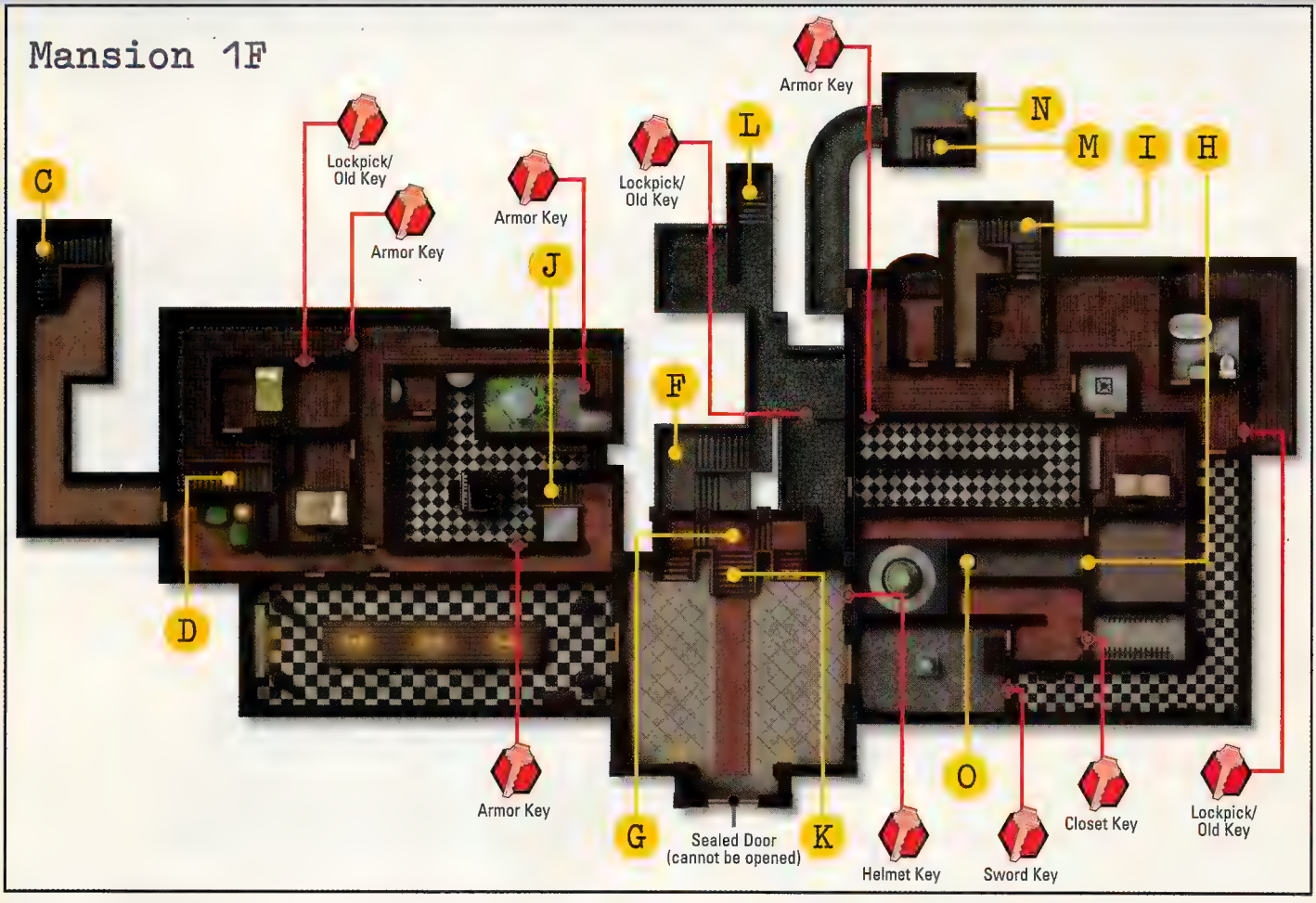
A — Shows connections between maps

Shows locked doors and lists how to unlock

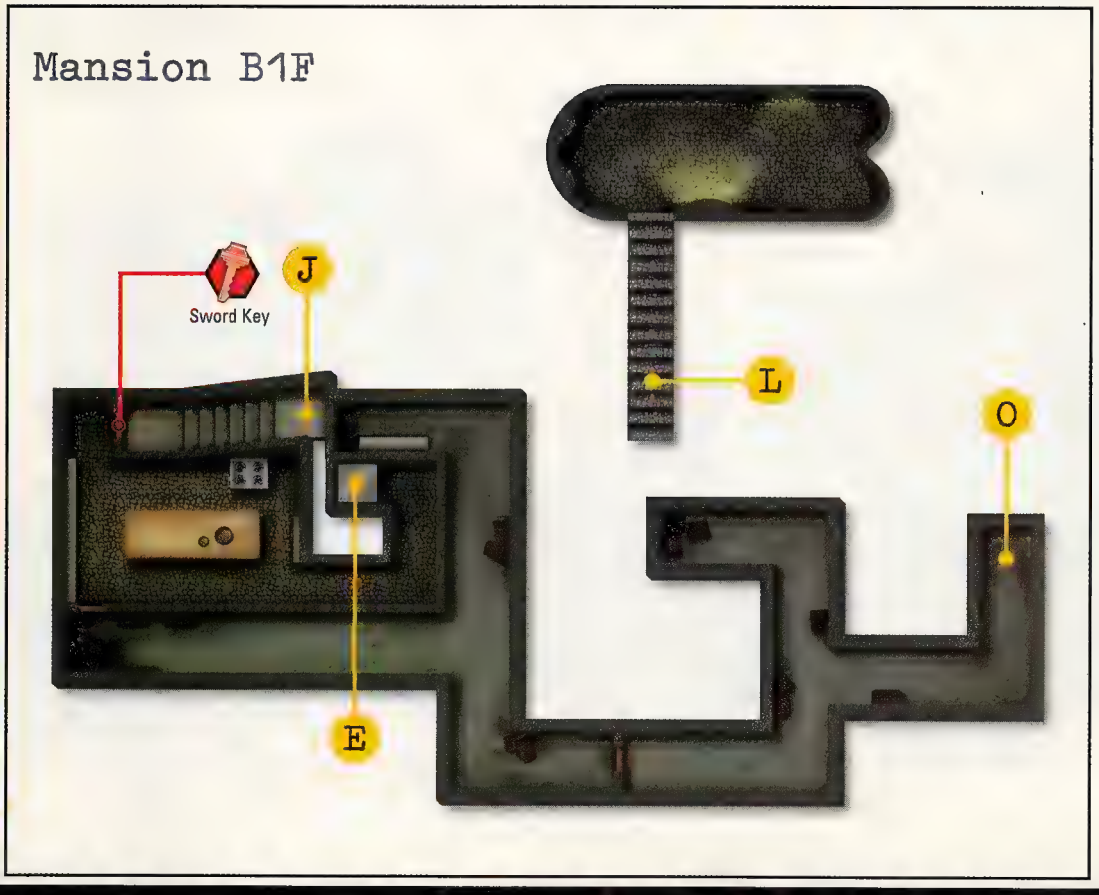
Mansion 2F



Mansion 1F



Mansion B1F

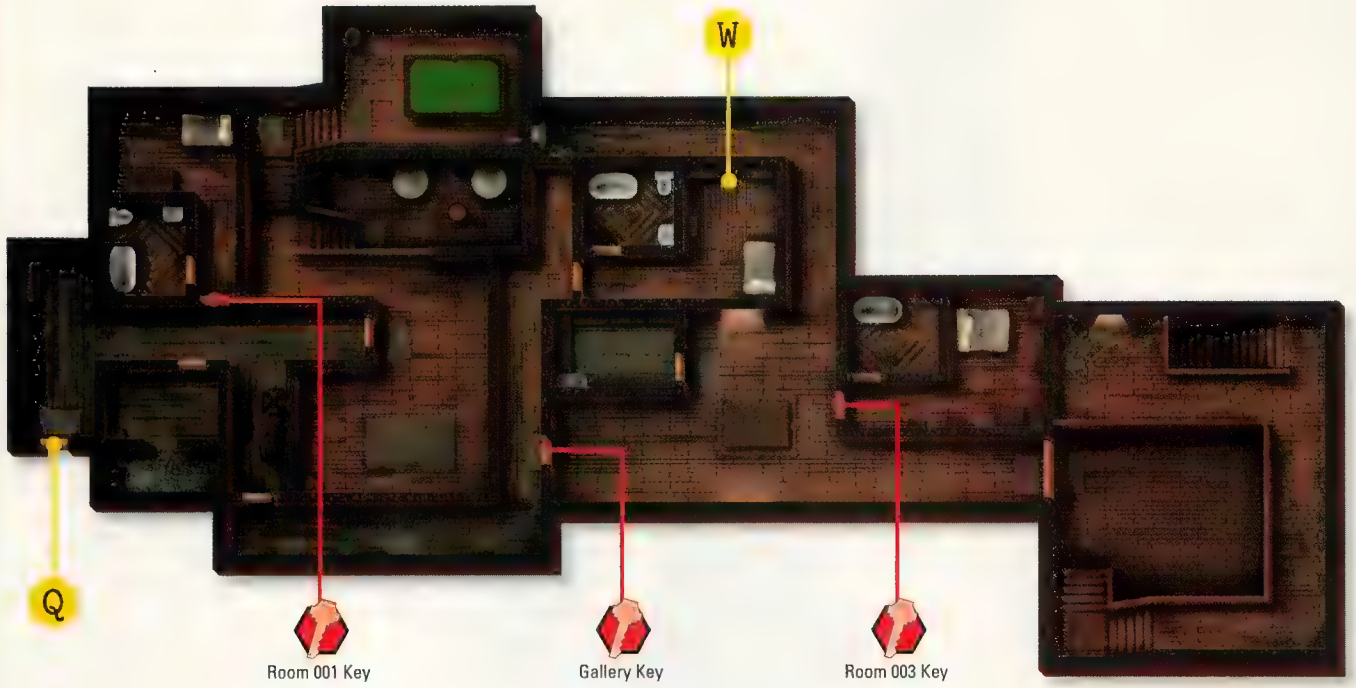


Courtyard, Altar, Helipad

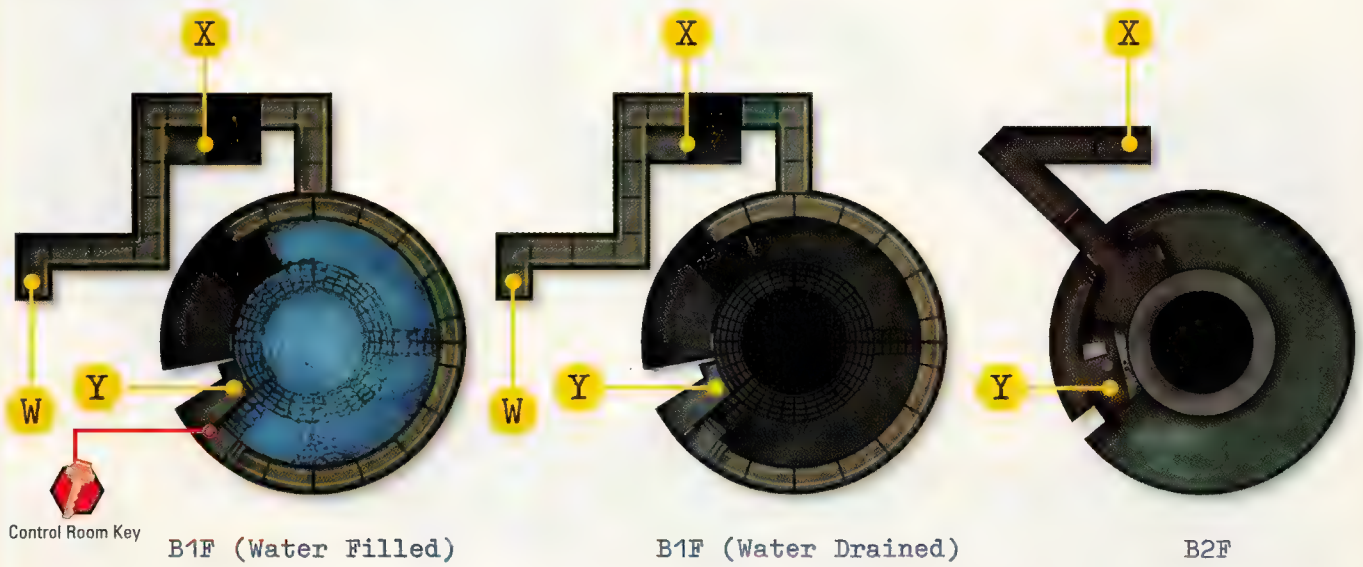
Courtyard B1F

Courtyard B2F

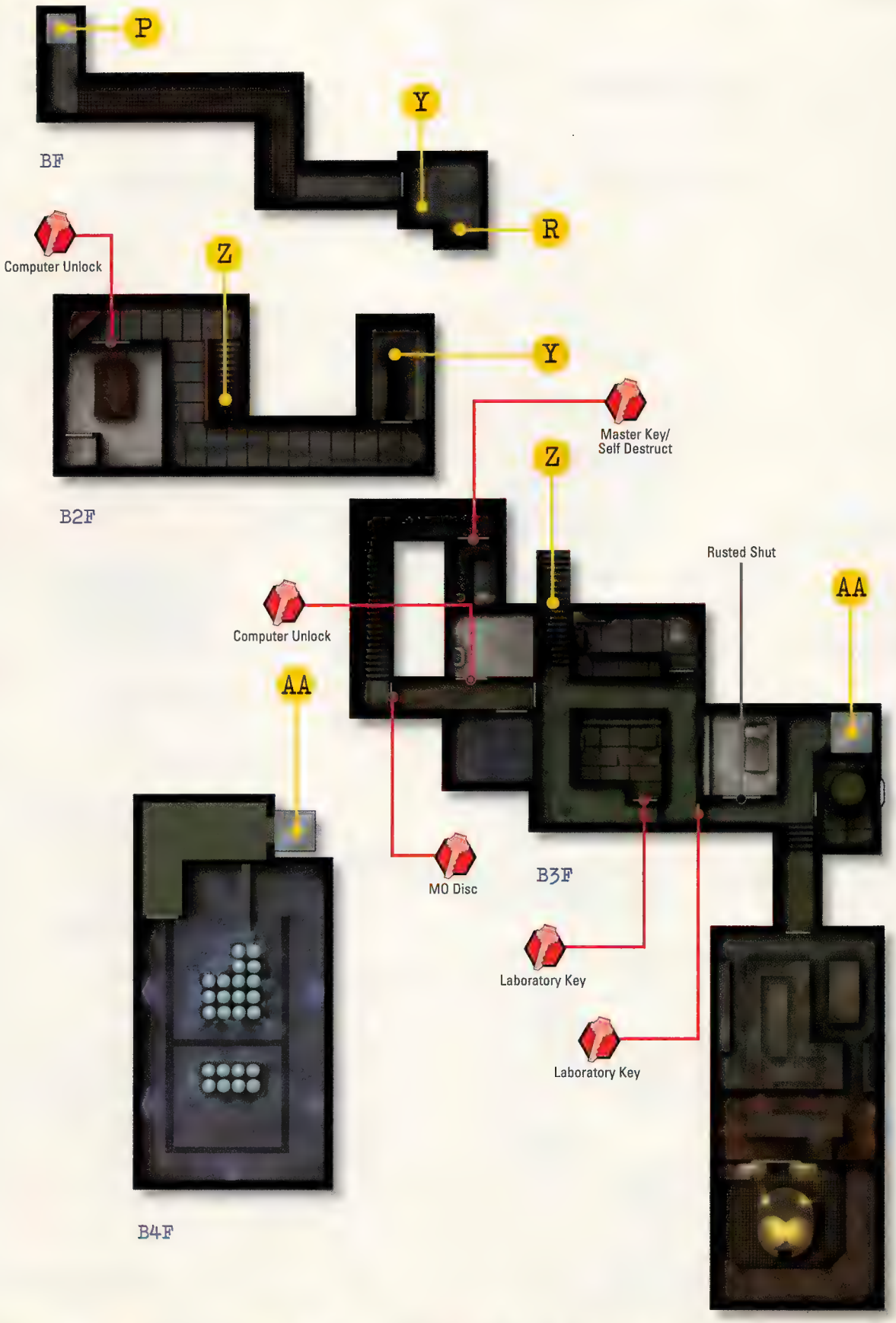
Residence



Aqua Ring



Laboratory


P
Y
BF
R
Computer Unlock
Z
Y
Master Key/
Self Destruct
B2F
Z
Rusted Shut
AA
Computer Unlock
AA
MO Disc
B3F
Laboratory Key
Laboratory Key
B4F

Umbrella
Responsible for
Created
Sir Ozwell Spenser
Founder of Umbrella, and builder of Spenser Mansion
Butler of
Alexia Ashford
Joint Head of Operations, Umbrella Antarctica
In direct communication with
Twins
Infected Alexia only
Alfred Ashford
Joint Head of Operations, Umbrella Antarctica
Built Spenser Mansion together
Married to
George Trevor
Architect of the Spenser Mansion. Died inside mansion
Jessica Trevor
Wife of George. Experimented on (died)
Parents of
T-Veronica Virus
Created and self-inflicted by Alexia
Similar Viral Patterns
G-Virus Nemesis Project
Birkin/Wesker main experiment
Infected into
Lisa Trevor
Daughter of George and Jessica. Experimented on (lived)
Similar Viral Patterns
T-Virus
Deadly outbreak in Arklay Laboratory
Married to
Annette Birkin
Umbrella Researcher
William Birkin
Head Researcher in Arklay Laboratory
Co-creator of
Colleagues
Consulting Researcher in
Parents of
Sherry Birkin
Daughter of William
Albert Wesker
Team Leader. Triple Agent. Severe Threat. Ultimate Traitor
Colleagues of Wesker
Report writers
Ada Wong
Spy
Lovers
John
Racoon City
Michael Warren
Mayor of Raccoon City
Birkin controls
Alpha Team
Blackmailing
Threatened
Killed with a single shot
Brian Irons
Chief of Police, R. P. D.
Birkin controls
Barry Burton
Weapons Specialist
Daughters of
Moira and Polly Burton
Kendo Gun Shop
Firearms Emporium
Attempting to purchase custom parts
Friends
Chris Redfield
Marksman
Brad Vickers
Pilot
S.T.A.R.S.
Ten Families Dead
Friends
Known by S.T.A.R.S. as
Jill Valentine
Machine Specialist
Chicken Heart
Nickname by all S.T.A.R.S. members
Joseph Frost
Vehicle Specialist
Mauled to death by
Dead Hiker Found

Jon Toleman
Butler. Hider of the Armor Key imitation

Requests the help of

The Keeper
Dog keeper. Hider of the Armor Key imitation

T-Virus outbreak infects

Plays cards with

Scott

Plays cards with

Alias

Plays cards with

Steve

T-Virus outbreak infects

Researchers Contaminated

Infected

Infected

Infected

Infected

Security Contaminated

Alex Bechet

Clark David

Ed Fisher

Gail Holliday

Martin Crackhorn

Keith Arving

Provides Security for

E. Smith
S. Ross

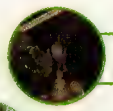
Henry Sarton

Researcher into Plant 42, Infected

B.O.W. Entities

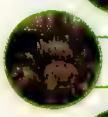
Henry Sarton's creation

Zombie



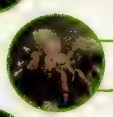
Raven

Hunter



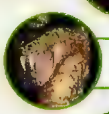
Tarantula

Tyrant



Black Tiger

Chimera



Yawn

Crimson Head

Plant 42

Crimson Head Elder

Shark

Neptune

Cerberus

Tends the needs of

Bravo Team

Enrico Marini
Team Leader

Rebecca Chambers
Medic

Turns into

Kenneth Sullivan
Scout

Forest Speyer
Vehicle Specialist

Richard Aiken
Communications Specialist

Kevin
Pilot

Replaced

Edward Dewey
Reserve Pilot
(whereabouts unknown)

Resident Evil: A Timeline of Terror

1953

Birth of Kenneth J. Sullivan. S.T.A.R.S. Bravo Team Scout. Deceased July 23, 1998 inside Spenser Mansion. Devoured by Zombie.

1957

Birth of Enrico Marini. Captain of the S.T.A.R.S. Bravo Team. Wounded during Spenser Mansion penetration. Killed July 23, 1998 by a single gunshot wound. Murderer unknown; possibly Barry Burton under the command of Albert Wesker.

1960

Birth of Barry Burton. Ex-S.W.A.T. team member; currently part of S.T.A.R.S. Alpha Team. Working under threats to his family by Albert Wesker. Competent helicopter pilot.

Birth of Albert Wesker. Triple Agent. Begins as Captain of S.T.A.R.S. Alpha Team. Betrays S.T.A.R.S. and reveals he is working for Umbrella, Inc. Betrays Umbrella, Inc., for an unknown organization.

1961

Michael Warren, an engineer, moves to Raccoon City and begins work on the city's cable car system. He eventually becomes mayor.

1963

Birth of Brad Vickers. Part of S.T.A.R.S. Alpha Team. Known as "Chickenheart," he pilots the helicopter (and abandons the team) during a botched team disembark at the Spenser Mansion.

1950 1955 1960

1978

Wesker's Report II: Albert Wesker arrives at the Arklay Laboratories, ignoring the Umbrella president and remaining aloof to the other staff. He commences research on the Ebola Virus, and attempts to create a Bio Organic Weapon (B.O.W. Entities). Wesker first encounters the "woman," a creature who has been constantly experimented on with multiple viral strains since her first injection on November 10, 1967.

1980

Birth of Rebecca Chambers, S.T.A.R.S. Bravo team medic and part-time pianist. One day before Alpha Team's arrival in Raccoon Forest, she investigates a mysterious train. Albert Wesker shoots her in the chest, but she survives and escapes the mansion. Her status is currently active.

1981

Birth of Steve Burnside. An immature but good-hearted child, he is held on the remote Rockfort Island with his father as a prisoner of Umbrella, Inc.

July 27, 1981

Wesker's Report II: Ten-year-old Alexia Ashford is given permission to head up Umbrella's remote Antarctic research station. Her family's reputation is legendary (her father, Alexander Ashford first discovered the T-Virus), although Alexander's son, Alfred, is useless. Wesker vows to commence research on the laboratory's older workers, but Dr. William Birkin is envious of Alexia and isn't mentally capable of helping Wesker. An imprecise killing machine, named the Zombie, is created. However, its infection ratio isn't perfect. The "woman" still lives, and Wesker is surprised at how resilient she has become.

1980 1985

1983

January 30, 1983

Alfred's Diary: Alfred Ashford, inside the secret Umbrella Antarctic base, keeps a diary where he mentions a hidden passageway, accessible only by using three sacred family brooches. He cannot retrieve his father's brooch.

February 17, 1983

Alfred's Diary: Alfred manages to secure the brooches and enter the sealed room. He makes a shocking discovery—his DNA was spliced from a family ancestor and a surrogate mother; both Alfred and Alexia are experiments. Angry and jealous that his father chose Alexia (she exhibits genius intelligence, but Alfred does not), Alfred is determined to avenge his blundered birth.

March 3, 1983

Alfred's Diary: Alfred and Alexia begin to experiment using the T-Veronica Virus on a "human body" they find—most likely their father. Alfred worries that the family butler, Harman, will find out about this macabre experiment.

April 22, 1983

Alfred's Diary: Alexander Ashford is turned into a freakishly mutated being that comes to be known as "Nosferatu," and he's locked away in a secret basement room. Alexia, meanwhile, continues to experiment on herself, and she informs Alfred that she needs to be frozen for 15 years before the T-Veronica Virus can completely consume her. Alfred, now alone, mentally degenerates completely.

December 31, 1983

Wesker's Report II: Wesker hears that Alexia died after injecting herself with the T-Veronica Virus. He can't rely on Alfred to help with research. Wesker begins to wonder why Ozwell Spenser located the laboratory here, especially as Wesker believes other species (both animal and vegetable) could be affected by the virus. He realizes that placing a base in the Antarctic wasn't so crazy after all. The "failure" at the laboratory (the woman infected back in 1967) has been forgotten. Wesker's true intentions—that he's been planted in the Umbrella organization by another company—are still secret.

1986

Birth of Sherry Birkin, daughter of Umbrella scientists, Doctor William Birkin and Annette Birkin. Sherry wears a small neck pendant that carries the G-Virus. Albert Wesker's forces may be holding her against her will.

1987

Residents of Raccoon City elect Michael Warren (the engineer who pioneered the town's cable car system) mayor of Raccoon City. Warren holds this position until the town is destroyed; he dies in the nuclear explosion.

1967

November 10, 1967

Progenitor Virus administered to Jessica and Lisa Trevor, wife and daughter of famed architect, George Trevor. Kidnapped and held in the Spenser Mansion, Jessica eventually dies. Lisa lives.

Trevor's Diary: George Trevor's aunt becomes ill and is sent to a nearby hospital. Jessica and Lisa Trevor intend to visit her.

November 13, 1967

Trevor's Private Papers: Architect George Trevor arrives at the Spenser Mansion, which he designed over a five-year period for Lord Ozwell E. Spenser. Spenser tells Trevor that Trevor's family has recently departed to visit a sick aunt. Both gentlemen feast in the dining room before viewing the mansion's art collection. Trevor mentions the house's "numerous secrets."

Lisa Trevor's Letters: Part torture subject, part bio-experiment, Jessica Trevor writes a final, emotional note to her daughter, pleading for an escape plan and fearing the worst is upon them.

November 14, 1967

Trevor's Private Papers: Trevor views Lord Spenser's collection of European paintings and parchments. Spenser tells Trevor he is contemplating turning the residence into a seaside resort. He also wishes to start an "international industrial medicine company." The company's name would be "Umbrella."

Lisa Trevor's Letters: Lisa Trevor feels dizzy from the shot she was given four days ago. She wants to escape the mansion, but her mother hasn't returned.

November 15, 1967

Lisa Trevor's Letters: Lisa finds her mother, and they eat together. Lisa is happy until she realizes her mother is a "fake" and "different inside." She locates her mother's face, peels it off her skull, and attaches it to herself.

November 18, 1967

Lisa Trevor's Letters: Lisa mentions a coffin under the house where her mother rests. Little else of the letter is comprehensible.

Trevor's Private Papers: Trevor notes in his diary that his wife and children have not returned from their Aunt Emma's. There are no telephones, so he can't check their whereabouts. Trevor heads to a second floor terrace. Large crows perch here; Trevor feels strange, as if he's being watched. He spies a lower courtyard with a ladder leading down into a hole—this wasn't in his design.

November 20, 1967

Trevor's Private Papers: Trevor notices that the shotgun his wife gave Lord Spenser has been swapped for a broken one. Trevor is alarmed at his family's disappearance, and his employer wants him back at work.

November 21, 1967

Trevor's Private Papers: Trevor is ushered into an enclosed reception chamber, where a man in a white lab coat tells Trevor that his family is dead. Trevor feels pain in the back of his neck; he falls to the floor.

November 24, 1967

Trevor's Private Papers: Trevor is imprisoned in the room; the man in the white coat brings him "revolting" food. Only he and Spenser know the mansion's terrible secrets. He mentions preternatural entities roaming the manor grounds. Trevor wonders if Spenser is testing the mansion's "secret mechanisms" on him. A strange ant-like creature lands on Trevor. He tramples a number of them. Trevor's Diary also notes these occurrences.

November 26, 1967

Trevor's Diary: George Trevor loses his favorite lighter—the one Jessica gave him.

November 27, 1967

Trevor's Private Papers: George Trevor escapes from his room, but the mansion is securely locked. He mentions Crests, an eye needed for a statue, and a Golden Emblem. He hasn't time for these games.

November 29, 1967

Trevor's Private Papers: Trevor begins to lose his mind. He stumbles upon a room with a giant plant growing through it. He describes it as "absurdly gigantic." Trevor escapes the mansion and moves through a laboratory, into a cave system. He mentions high-heeled shoes. He hopes his wife escaped by this route. Trevor's diary entries become increasingly disjointed. He hasn't had food or water for days. He feels trapped.

Trevor's Diary: Trevor continues to ramble on about being trapped, writing about large glass tubes and wet, eerie caves.

November 31, 1967

Trevor's Private Papers: Trevor is in the dark. He scrambles through a secret tunnel that ends in a damp chamber. Something monstrous looms in the shadows. With his final match, he illuminates the room. Near him is a headstone with his name carved into it. Trevor scrawls a final goodbye to his wife.

Sometime in 1967, it is assumed that Lord Ozwell Spenser and Alexander Ashford completed the experiment known as the T-Virus.

Sometime in 1967, the Special Tactics and Recovery Squad (or S.T.A.R.S.) is formed in New York City as a special branch of the police force. Its specially trained troops deal with cult-affiliated terrorism.

1969

Birth of Forest Speyer, S.T.A.R.S. Bravo Team sniper and vehicle specialist. Deceased July 23, 1998 on a balcony inside Spenser Mansion. Devoured by an unknown entity.

1975

Birth of Richard Aiken, S.T.A.R.S. Bravo Team communications specialist. Bitten to death July 23, 1998 on Spenser Mansion grounds.

February 14, 1975

Birth of Jill Valentine, a S.T.A.R.S. team member. She survives the horror of the Spenser Mansion, as well as the destruction of Raccoon City. She quits S.T.A.R.S. soon after. Her status is currently active.

c. 1970

Estimated "birth" of Alfred Ashford and Alexia Ashford, twins in a long line of Ashfords. Their father Alexander (along with Lord Spenser) created the T-Virus. The twins then experimented on Alexander, turning him into a "Nosferatu." After the invention of the T-Veronica Virus, Alexia enters a cryogenic chamber to mutate and strengthen her powers.

1973

Birth of Chris Redfield, S.T.A.R.S. Alpha Team member. Dishonorably discharged from the Air Force, he is recruited for S.T.A.R.S. by Barry Burton.

1971

Birth of Joseph Frost, S.T.A.R.S. Bravo Team vehicles specialist, who joined Alpha Team under orders from Albert Wesker. Deceased July 23, 1998 on Spenser Mansion grounds. Devoured by zombified hounds.

1972

The Raccoon City chapter of S.T.A.R.S. is established.

1988

July 1, 1988

Wesker's Report II: Wesker can't believe Birkin is bringing life into the world when he works in such a place, especially as work has begun on the Tyrant, a genetically superior soldier. However, very few "test subjects" could survive with the T-Virus inside them; most turn into Zombies. Only 10 people in the United States have the correct DNA. Hearing that Umbrella France has recently started the Nemesis Project, Wesker requests appropriate samples, realizing that a tremendous soldier could now be created. The Nemesis parasite has a short life expectancy outside the host body, so Wesker resolves to plant the Nemesis parasite into the "woman." The results are surprising—she devours the parasite and lives. Wesker switches his research completely and begins to work on the "failure."

1992

After five years as mayor of Raccoon City, Michael Warren begins to rely heavily on Umbrella's "charitable" donations. The money helps build a hospital, a public utility works, a municipal building, and helps "keep the public peace."

1993

The newly appointed Raccoon City chief of police, Brian Irons, begins to take bribes from Umbrella, Inc. to ignore the disappearances of locals, Umbrella's "experimental" areas of the city, and other atrocities. Chief Irons becomes more erratic.

1995

July 31, 1995

Wesker's Report II: Wesker returns to the Arklay Laboratories after a four-year absence. Birkin heads the G-Virus experiment that Wesker began. The G-Virus continuously mutates its host, creating a creature that resurrects itself from the dead. Spenser spends less and less time at the Raccoon City facility. A new lead researcher named John arrives, and the experiments on the "woman" begin to turn violent—she rips the faces off careless researchers and wears them on her hunched back. She is destroyed, but Wesker wonders what Spenser has in store for Umbrella.

1996

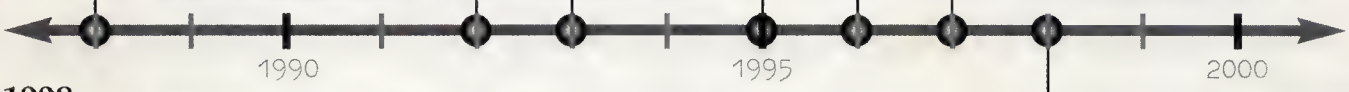
While Mayor Warren and Police Chief Irons stonewall any protests, Umbrella, Inc. is permitted to construct the Arklay Laboratories near the old Spenser Mansion, away from the main business district, but still within Raccoon City limits.

1997

Barry Burton leaves his job as a S.W.A.T. team sergeant to become a full-time member of S.T.A.R.S. Burton recruits Chris Redfield, and both move to Raccoon City to revamp the S.T.A.R.S. team there.

Ada Wong, a spy infiltrating the Umbrella organization to gain more information on their viral experiments, manages to become intimate with an Umbrella researcher named John.

The Raccoon City Police Department moves into the disused Raccoon City Art Gallery. Artwork remains in the building during the move, but many more expensive paintings and statues arrive shortly afterward. They belong to Chief Irons.



1998

April 25, 1998

Manager's Diary: A technician is hired to manage Arklay Laboratories and "disposal" facility. This lab is near the mansion, disguised as a factory.

May 10, 1998

Keeper's Diary: The Keeper looks after a new specimen, which may be a Chimera. The beast dismembers and disembowels its meal (a wild pig) before eating.

Secretary's Diary: Chief Irons acquires another disgusting painting: a naked human, being hanged.

May 11, 1998

Keeper's Diary: A T-Virus leak shuts down the Arklay Laboratories basement area. The Keeper dons a haz-mat (hazardous materials) suit.

May 12, 1998

Keeper's Diary: the Keeper feels "musty" and "itchy" after 24 hours in the haz-mat suit.

May 13, 1998

Keeper's Diary: The Keeper goes to the laboratory clinic when his itchy back becomes swollen. He removes his haz-mat suit, and they bandage his back.

Prisoner's Diary: On Rockfort Island, a prisoner complains that his cell "stinks of death." He shares a bunk bed with an "interesting" fellow named Bob.

May 14, 1998

Keeper's Diary: A blister appears on the Keeper's foot; he hobbles to the dog pen. Some of the hounds have escaped.

Manager's Diary: Arklay Laboratories tests a special, but unstable, gas that decomposes living cells.

May 15, 1998

Keeper's Diary: An armored guard prevents the Keeper from leaving or making phone calls.

May 16, 1998

Keeper's Diary: A scientist is shot trying to escape from the secured laboratory. That night, a piece of rotting flesh falls off the Keeper's arm.

Prisoner's Diary: Bob says that he was the assistant to Alfred Ashford, but was imprisoned over "a tiny little mistake."

May 17, 1998

The T-Virus accidentally saturates a laboratory plant in Arklay Laboratories, creating Plant 42. An angry researcher floods the mansion's lower rooms, freeing sharks infected with the T-Virus.

May 19, 1998

Keeper's Diary: The T-Virus metamorphosis is almost complete. The Keeper attacks and eats the guard.

May 20, 1998

A female hiker is found on the bank of the Marble River. The body shows signs of animal lacerations.

Manager's Diary: Despite possessing a keycard, the Manager is accidentally locked inside a "treatment room" in the Arklay Laboratories.

Prisoner's Diary: Military personnel move Bob to a building from which people never return.

May 21, 1998

Plant 42 Report: Umbrella researcher Henry Sarton writes about a mutating plant that attacks by crushing victims in its vines or by bloodletting with its tendrils. This monster has preyed on several scientists.

May 27, 1998

The *Raccoon Times* writes a report on the discovery of the dead hiker. The police think a grizzly bear attacked her.

June 7, 1998

Manager's Diary: Staff members are becoming unruly and will not correctly dispose of experimentations.

June 8, 1998

Researcher's Note: John, a researcher, tells his sweetheart how to correctly exit the Arklay Laboratories. Passcodes are mentioned.

June 16, 1998

The *Raccoon Weekly* runs a story about strange "dog-like" creatures roaming the Arklay Mountains near the Spenser Mansion. The paper urges people to try to photograph or capture a specimen.

July 9, 1998

The *Raccoon Times*: "Mystery in the Arklay Mountains" reports that local authorities closed the roads into the wilderness area; they summoned S.T.A.R.S. to help investigate. Grotesque monsters are still in the area, and more families have vanished.

July 16, 1998

Manager's Diary: Bodies in the facility are still being dumped into exterior containers and not burned per instructions. The plant disposal system cannot cope with "demand." The workers feel a little strange; they're taking medicine, but it isn't working.

July 22, 1998

White Umbrella: A clandestine organization gives strict orders about an "X-Day." S.T.A.R.S. members are to be lured into a laboratory to battle the mutating experiments.

Suicide Note: A researcher, writing to his wife, details a viral outbreak in the Arklay Laboratories. He destroys his colleague with an ornate pistol and then hangs himself.

July 23, 1998

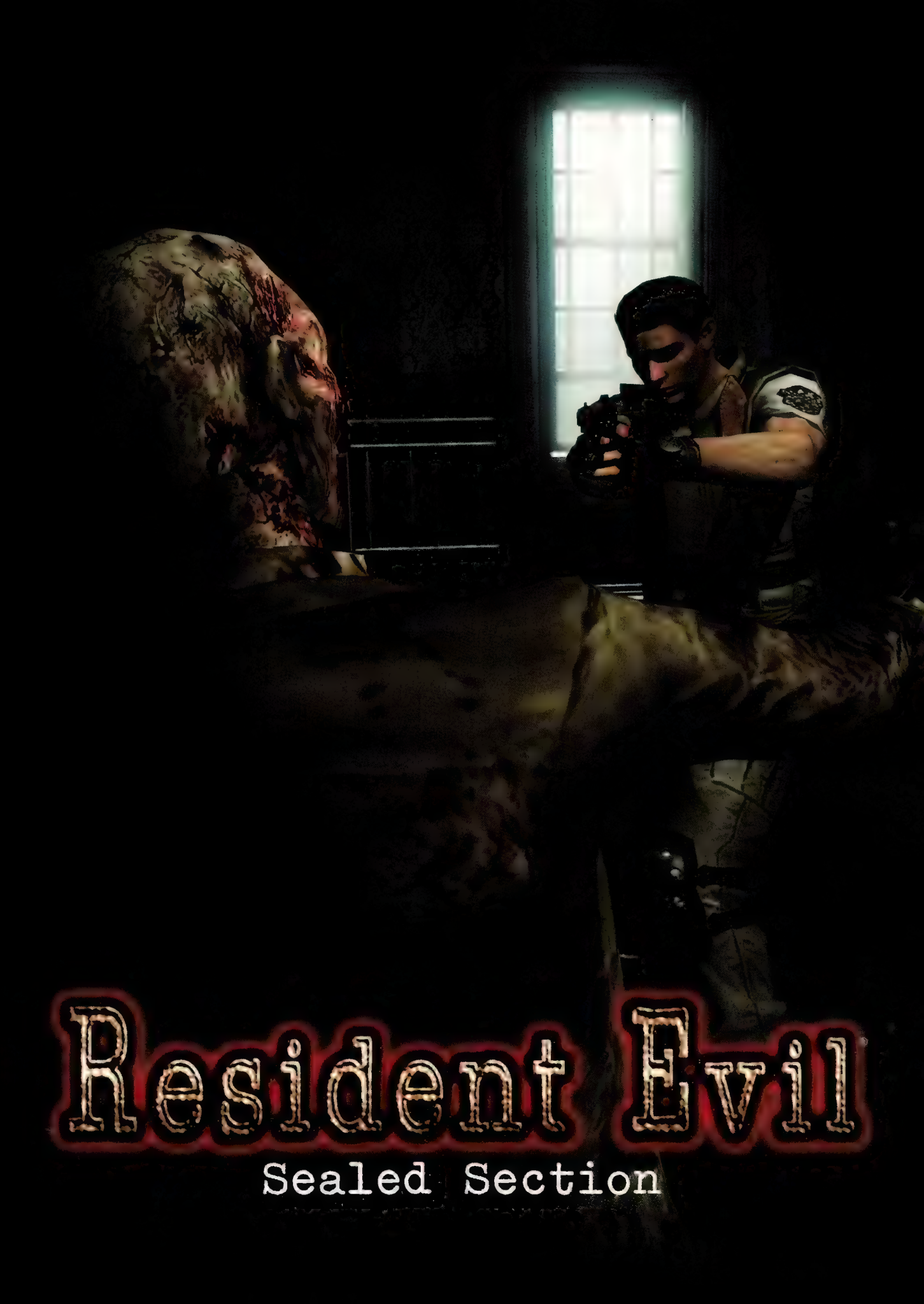
Raccoon City television runs a story about 10 families missing in the Arklay Mountains. Human remains have been found in the area.

A military police vehicle is discovered inside the Arklay Mountains. Rebecca Chambers reports that corpses of Military Police, plus an unidentified body, are uncovered near the vehicle.

Alpha and Bravo S.T.A.R.S. teams are ordered to look for any survivors. The teams assemble on the evening of July 23rd. Bravo Team makes an initial sweep of the lower-lying forested areas.

July 24, 1998

The evil is upon us!


Resident Evil
Sealed Section

Sealed Section

This section includes details on the 12 escape options, bonus modes and weapons, costume changes, and extra challenges.

Endings

Depending on the people you saved, there are 12 possible endings. Below are details on all of them, including how to achieve them.

NOTE

Both Barry and Rebecca can die in the final battle.

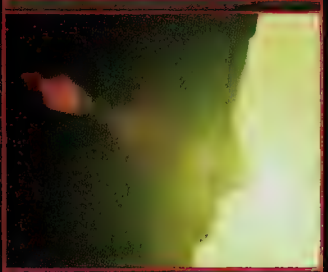
Jill Valentine: Mission Complete

Good Ending One: Superb

Who Must Survive: Jill, Barry, Chris

Barry starts the self-destruct, and the base explodes. All three S.T.A.R.S. members board the Alpha Team helicopter, sitting in shock at the events they survived. Jill rests her head on Chris's shoulder. The helicopter flies off into the sunrise.

Good Ending Two: Excellent



Who Must Survive: Jill, Barry

Barry starts the self-destruct, and the base explodes, killing Chris. Both S.T.A.R.S. members board the Alpha Team helicopter, sitting in shock at the events they survived. Jill asks Barry about his photo. The helicopter flies off into the sunrise.

Good Ending Three: Reasonable

Who Must Survive: Jill, Chris

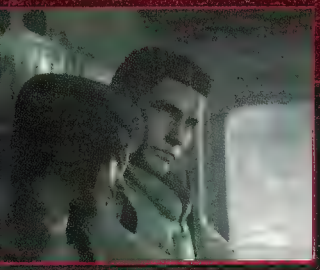
Barry starts the self-destruct, and the base explodes, but he dies in the final confrontation. Both S.T.A.R.S. members board the Alpha Team helicopter, sitting in shock at the events they survived. Jill rests her head on Chris's shoulder. The helicopter flies off into the sunrise.

Good Ending Four: Average

Who Must Survive: Jill

Barry starts the self-destruct, and the base explodes (killing Chris), but he dies in the final confrontation. Jill boards the Alpha Team helicopter, sitting in shock and wondering if she could have saved more of her team. The helicopter flies off into the sunrise.

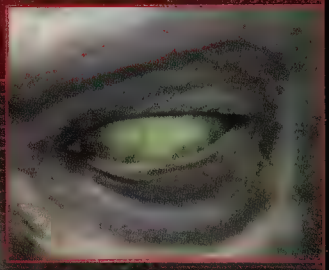
Bad Ending One: Unfortunate



Who Must Survive: Jill, Chris

Barry died back at the altar and did not set off the self-destruct sequence. The Laboratory's greatest specimen now roams the Arklay Mountains, and T-Virus is spreading into Raccoon City. Jill and Chris board the Alpha Team helicopter, and it heads off into the dark clouds. Meanwhile on the ground, a twisted once-human creature begins a reign of terror....

Bad Ending Two: Appalling



Who Must Survive: Jill

Barry died back at the altar and did not set off the self-destruct sequence. The Laboratory's greatest specimen now roams the Arklay Mountains, and T-Virus is spreading into Raccoon City. Jill boards the Alpha Team helicopter, takes off her beret, and stares at the dark clouds. Meanwhile on the ground, a twisted once-human creature begins a reign of terror....

Chris Redfield: Mission Complete

Good Ending One: Superb

Who Must Survive: Chris, Rebecca, Jill

Rebecca starts the self-destruct, and the base explodes. All three S.T.A.R.S. members board the Alpha Team helicopter, sitting in shock at the events they survived. Jill rests her head on Chris's shoulder. The helicopter flies off into the sunrise.

Good Ending Two: Excellent

Who Must Survive: Chris, Rebecca

Rebecca starts the self-destruct, and the base explodes, killing Jill. Both S.T.A.R.S. members board the Alpha Team helicopter, sitting in shock at the events they survived. Chris watches Rebecca as she dozes off. The helicopter flies off into the sunrise.

Good Ending Three: Reasonable

Who Must Survive: Chris, Jill

Rebecca starts the self-destruct, and the base explodes, but she dies in the final confrontation. Both S.T.A.R.S. members board the Alpha Team helicopter, sitting in shock at the events they survived. Jill rests her head on Chris's shoulder. The helicopter flies off into the sunrise.

Good Ending Four: Average

Who Must Survive: Chris

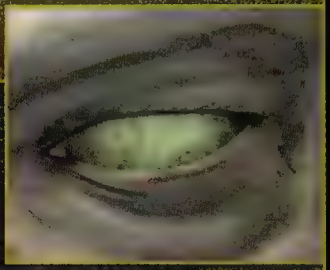
Rebecca starts the self-destruct, and the base explodes (killing Jill), but she dies in the final confrontation. Chris boards the Alpha Team helicopter, with his head in his hands, wondering if he could have saved more of his team. The helicopter flies off into the sunrise.

Bad Ending One: Unfortunate

Who Must Survive: Chris, Jill

Rebecca died in the Office and did not set off the self-destruct sequence. The Laboratory's greatest specimen now roams the Arklay Mountains, and T-Virus is spreading into Raccoon City. Chris and Jill board the Alpha Team helicopter, and it heads off into the dark clouds. Meanwhile on the ground, a twisted once-human creature begins a reign of terror....

Bad Ending Two: Appalling



Who Must Survive: Chris

Rebecca died at the altar and did not set off the self-destruct sequence. The Laboratory's greatest specimen now roams the Arklay Mountains, and T-Virus is spreading into Raccoon City. Chris boards the Alpha team helicopter, and it heads off into the dark clouds. Meanwhile on the ground, a twisted once-human creature begins a reign of terror....

Secrets

Many strange things happen in the Spenser Mansion and the Arklay Laboratory both during and after your S.T.A.R.S. Bravo Team mission. All secrets are presented in the order they become available.

NOTE

Some of this information is deemed "Restricted."

Forest's Infinite Grenade Concoction

Secret Type: Infinite Ammunition
Available: During initial game
Characters: Jill only

Forest Speyer's zombification wasn't in vain after all, as his Grenade Launcher has wondrous powers to replicate Grenade Shells, Acid Shells, and Incendiary Shells. The process for this multiplication is complex, so carefully follow the mixing rules.

Step One: Choose Jill

Select Jill Valentine for this operation. Chris Redfield does not collect the Grenade Launcher during his operation.

Step Two: Collect the Acid Shells

After collecting the Sword Key and investigating the east mansion section, meet Barry in the Main Hall and take the Acid Shells he hands you (you need an inventory space free for this).

Step Three: Collect the Incendiary Shells

When Barry restocks the East Storeroom, take the Incendiary Shells.

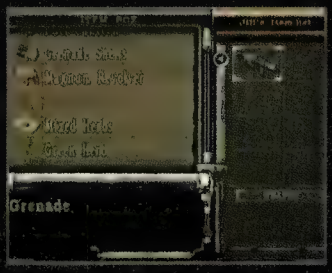
Step Four: Collect the Grenade Launcher

Unlock the door to the East Outer Balcony with the Armor Key and collect the Grenade Launcher from Forest's corpse.

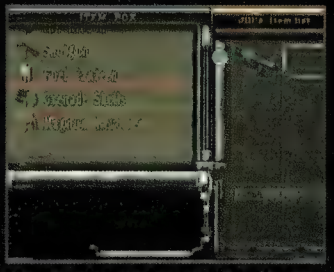
Step Five: Locate an Item Box

When you need grenades, head to an Item Box. In the example shown, we used the Item Box in the Cabin.

Step Six: Multiply Your Grenades

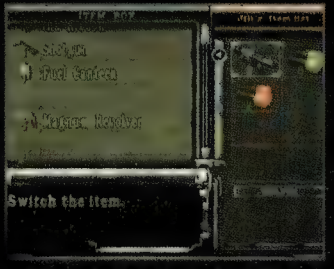


Follow the example. If anything is different from the instructions and screenshots, this trick will not work. First, equip the Grenade Launcher.



The Grenade Launcher must be in the top left corner of Jill's Item List. It does not matter if you have additional items or not, but make space for the additional Grenade Shells.

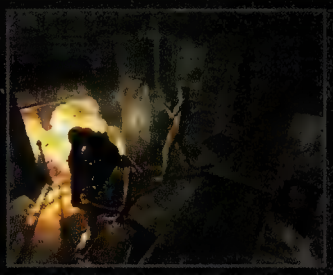
Place your second set of Grenade Shells (of any variety) in a free space on the bottom of the right column, as shown.



Place your third set of Grenade Shells (of any variety) in a free space on the bottom of the left column, as shown. Load the third set of Grenade Shells into the launcher.

Leave the Item Box and equip your Grenade Launcher so it appears in the "Weapon" space in the bottom right corner of your inventory.

Move the cursor from the space where the item was in your Item List, to the item (which is now in the Item Box). Select it with Ⓐ. The long red cursor surrounding the Item disappears, and the cursor appears over your Grenade Launcher.



Repeat the process by moving the other grenade types to the Item Box, highlighting them, pressing Ⓐ to highlight the Grenade Launcher, and Ⓐ again to calculate them. Move away from the Item Box, and you can view your hundreds of Grenades, which you can fire without reloading!

Open your Item Box, and scroll down until you can highlight a blank Item Box space. Place the grenade type you wish to multiply in that space, from the choice of two in your Item List.

Press Ⓐ again, and, swapping the grenade types into your loaded Grenade Launcher, it calculates the number. If you have six grenades, it changes to 456. If you have one to five grenades, it changes to 240! These numbers appear as gibberish on the Item screen.

A final occurrence commences when you swap grenade types; this happens when Acid Shells are involved. Instead of swapping rounds, it adds additional rounds to total 1,000 in another inventory space!

Once Again Mode

Secret Type: Additional Game Mode
Available: After first game completion
Characters: Jill and Chris

After completing your game on Normal mode (the "Mountain Climb"), or Easy mode (the "Hike"), and saving your game as "Clear," the initial menu screen changes to a green evil eye, and a new option appears: Once Again.

You may now play again with either character (this mode takes the place of New Game), with an additional difficulty level — Hard mode.

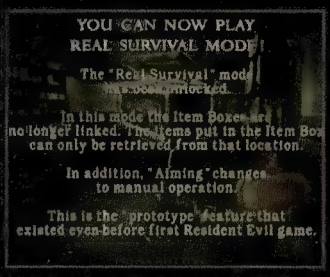
In Hard mode, there is less ammunition and enemies are tougher to kill. Conserve your bullets, and destroy Zombies when you encounter them. All other items (such as Keys and Medals) are in the same places. Follow the "Walkthrough" section to find out more about Hard mode.

Real Survival Mode

Secret Type: Additional Game Mode
Available: After first game completion (Normal mode)
Characters: Jill and Chris

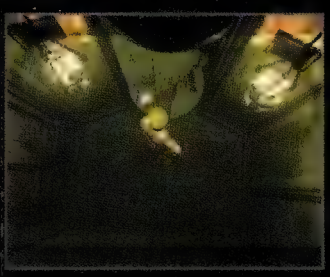
NOTE

The screenshots accompanying this information are from the regular game, not Real Survival mode, as showing screens of that mode has been deemed "Restricted." Screenshots are used in an informational capacity.


YOU CAN NOW PLAY
REAL SURVIVAL MODE!
The "Real Survival" mode has been unlocked.
In this mode the Item Boxes are no longer linked. The items put in the Item Box can only be retrieved from that location.
In addition, "Aiming" changes to manual operation.
This is the prototype feature that existed even before first Resident Evil game.

After completing your game on Normal mode (the "Mountain Climb"), and saving your game as "Clear," the initial menu screen changes to a green evil eye, and a new option appears called Real Survival. If you complete Once Again on Normal or Hard after initially completing the game on Easy, Real Survival appears.

Real Survival mode allows you to play the game again, at Hard difficulty, but with two important differences. First, Item Boxes do not "share" objects. Therefore, if you place the Wind Medal of Wolf in the East Storeroom Item Box, it stays there until you remove it.



You have to revisit the different Item Boxes and transport any items you need by hand. This is important for items such as the M.O. Reader, especially after you complete an area and cannot return to it. Chris's lack of inventory spaces makes his Real Survival mode even more harrowing!

The second difference is that the Automatic Aim function is missing. You cannot hold R when an enemy is close and automatically spin to face it. You must manually aim. This isn't a problem with Shotguns, as they have a large blast radius. But it is difficult to hit fast-moving enemies with single-shot weapons such as the Grenade Launcher. Battles with the more powerful enemies (such as the Crimson Head Elder) require expert running, turning, firing, and retreating.

NOTE

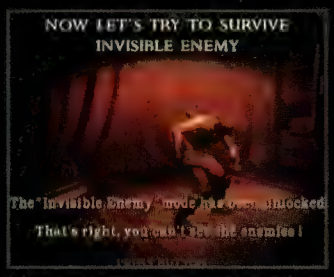
In addition to being awarded other secrets, once you complete Real Survival mode, the in-game demonstration changes to an all-new set of sequences showing Jill battling Yawn, Chris blasting Sharks with a Shotgun, and combat with the fearsome Plant 42!

Invisible Enemy Mode

Secret Type: Additional Game Mode
Available: After completing Real Survival, or after Jill and Chris game completion (on Normal or Hard modes)
Characters: Jill and Chris

NOTE

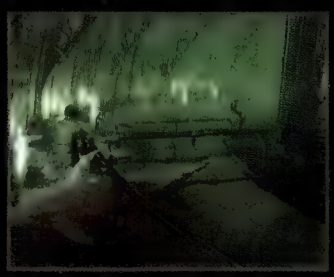
The screenshots accompanying this information are from the regular game, not Invisible Enemy mode, as showing screens of that mode has been deemed "Restricted." Screenshots are used in an informational capacity.



After completing your game on Normal or Hard mode with both characters, or after you complete Real Survival mode with one character, and you save your game as "Clear," the initial menu screen changes and a new option appears called Invisible Enemy.

Also, play through the game a number of times to familiarize yourself with enemy locations. You'll always find an enemy at the base of the East Stairwell. Remember this and run through infested areas; Zombies miss you if you hug a wall or steam through.

Invisible Enemy mode lets you play the game once more, on Easy, Normal, or Hard, but with two important differences. First, every creature (other than S.T.A.R.S. members and moths flitting about lamps) is invisible.



If you allow an enemy to attack, the creature becomes temporarily visible. This lets you see what is attacking you, and where to aim after you knock off the enemy. Also, look for shadows, mirrors, and water ripples—these all give away a monster's location. Finally, set the difficulty to Easy, as this makes unlocking all the game secrets more straightforward.

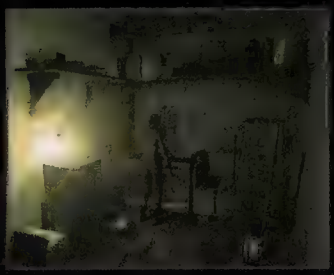
Secondly, as in Real Survival mode, the Automatic Aim function is turned off. This makes combat difficult, although there are clues to help you locate the monsters. First, check the screens in the "Walkthrough" section, as they show many monster locations.

Costume Changes

Secret Type: Change of Clothing
Available: After game, and multiple game completions
Characters: Jill and Chris

CHRIS HAS A NEW COSTUME !
You got the "Closet Key".
A new costume has been unlocked.
You can change your outfit
in the costume room.

Five costume changes are available to three characters in *Resident Evil*. They are awarded after consecutive game completions no matter what the difficulty level.



Clear the game with your chosen character, and load the "Clear" save. Start Once Again (difficulty is unimportant). Continue the game as usual, collecting the Sword Key, and ending up at the East Storeroom.

Open the Item Box in this room (or any other Item Box), to find the Closet Key. Take it and journey to the Secret Closet, inside the velvet-curtained area of the Blue Room. Open the door with the "eerie" castle on it. Discard the key.

Inside the Secret Closet, turn and take Costume 1 from the north rack. You automatically zip up the new outfit and leave. To swap back again, return to the rack and swap clothes once more. Costume 2 is available from the south rack. Once you gain Costume 2, you can wear Costume 1 as well.

N O T E

Character costumes are available in Real Survival and Invisible Enemy modes, but each character must complete these games once or twice to obtain the appropriate clothing.

Jill Costume 1: "S.T.A.R.S. Team Alpha"

Jill Valentine's regulation costume is available at the start of the game. She can change into this costume by returning to the Secret Closet and taking these clothes off the rack where she found her current outfit.

Jill Costume 2: "Sara Connor"

To obtain Jill in combat fatigues and a vest top, clear the game with her once, regardless of difficulty.

Jill Costume 3: "Nemesis Combat"

To uncover Jill in a short skirt, tube top, and sweatshirt tied around her waist, clear the game with her twice, regardless of difficulty.

Chris Costume 1: "S.T.A.R.S. Team Alpha"

Chris Redfield's regulation costume is available at the start of the game. He can change into this costume by returning to the Secret Closet and taking these clothes off the rack where he found his current outfit.

Chris Costume 2: "Deep Cover"

To uncover Chris in a beanie, sunglasses, and street threads (including the undercover "Made In Heaven" S.T.A.R.S. T-shirt and wide-legged pants), clear the game with him once, regardless of difficulty. Rocket Launcher or Flash Grenade explosions are actually reflected in his sunglasses!

Chris Costume 3: "Rockfort Island Fatigues"

To obtain Chris in the nighttime S.T.A.R.S. combat fatigues he will be wearing when he rescues his sister in *Resident Evil—Code: Veronica*, clear the game with him twice, regardless of difficulty. This outfit is certainly better suited to exploring the darkness.

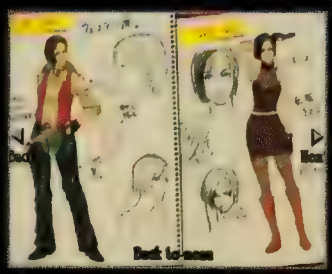
Rebecca Costume 1: "Bravo Team Medic"

Rebecca Chamber's regulation costume is available during Chris's game, once you meet her tending to a poisoned Richard Aiken. She carries a medi-pack in a pouch pocket and her outfit features medical symbols.

Rebecca Costume 2: "Runaround Sioux"

Rebecca automatically wears her alternate costume, a suede tasseled top with neckerchief and high-cut denim pants, if Chris wears Costume 2 or 3.

Unused Costumes and Message from Game Creator



If you want to read a personal message from the game's creator, Shinji Mikami, and look at some of the character sketches and costumes that didn't make it into the final game (including the infamous Redfield "Hi-Karate" Gi), complete the game on Invisible Enemy mode (it's easiest to choose "Easy" difficulty). You can't view these screens once you complete the game and save it, so keep a save file just before the final battle if you want to view this secret quickly.

Bonus Weapons

Secret Type: Additional Weapons
Available: After game completion under time restrictions
Characters: Jill and Chris

NOTE

The following weapons are unlocked after game completion under a certain time and difficulty. These weapons are only available in "Once Again" mode. Each weapon comes with unlimited ammunition.

The Samurai Edge M29F Custom

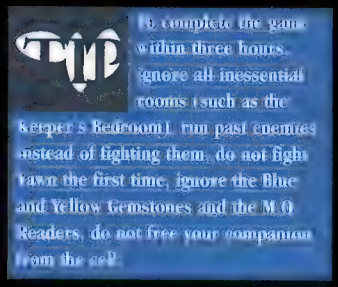
Unlock Conditions: Clear the game within five hours on Normal or Hard. The weapon is then available to both characters in Once Again mode.

Barry Burton's custom handgun, an automatic that fires .40SW rounds, will be available to fill during *Resident Evil 3: Nemesis*. It was custom-ordered by Barry Burton (not in time for this adventure) from the Kendo Gun Shop of Raccoon City. It has the "S.T.A.R.S." insignia on one side, the "Kendo" shop sign on the other, and it's fitted with a compensator and accessory rail. It fires three Handgun Magazine rounds in a quick burst with constant firing. It takes down Zombies in seven shots, and it's effective against other foes, except Hunters.

The Anti-Tank Rocket Launcher

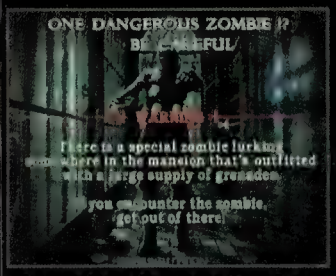
Unlock Conditions: Clear the game within three hours on Normal or Hard. The weapon is then available to both characters in Once Again mode.

This customized Anti-Tank Rocket Launcher forgoes the traditional "over the shoulder" look and single rocket loading system in favor of a cartridge slot at the unit's base. This weapon delivers a continuous wave of "fire-and-forget" rockets, without the need for reloading. Although unwieldy (especially when facing Cerberus dogs), it demolishes enemies in one shot. It knocks Lisa Trevor down, and blasts her off the altar platform. It's the game's most powerful weapon.


To complete the game within three hours, ignore all inessential rooms (such as the Keeper's Bedroom), run past enemies instead of fighting them, do not fight Yawn the first time, ignore the Blue and Yellow Gemstones and the M.O. Readers, do not free your companion from the cell.

One Tough Zombie

Secret Type: Additional Adversary
Available: After game completion by both characters (Normal and Hard)
Characters: Jill and Chris


ONE DANGEROUS ZOMBIE !?
BE CAREFUL!
There is a special zombie lurking somewhere in the mansion that's outfitted with a large supply of grenades.
If you encounter the zombie, get out of there!

After completing the game on Normal or Hard with both characters, an additional enemy randomly appears when you play Once Again mode. The enemy does not appear on Real Survival and Invisible Enemy modes. This enemy is a resurrected Forest Speyer!

He does however, have one difference—he is strapped with enough explosives to demolish half the mansion! If you hit him in any way, he explodes, ending your life along with his. He must be avoided.

Forest Speyer randomly takes the place of any regular Zombie in the game, usually one that's out of sight in a room. He runs at Crimson Head speed, and mauls and bites like a regular Zombie.

When playing the game with Forest loose, save often, and do not shoot Zombies you cannot see. Listen for his familiar footsteps. Forest does not follow you through rooms, and he is in a limited number of locations, such as the Corridor West, West Stairwell, East Outer Balcony, Connecting Corridor, and Dining Room (2F). Avoid him, dodge him, let him gnaw you, and continue.

The *Resident Evil* Master Class

Try our series of tougher challenges—you won't receive any additional game modes or secrets, but you can call yourself a *Resident Evil* Master!

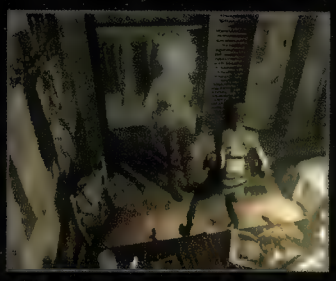
Challenge One: Single Sitting Showdown

Got three hours to burn? Complete the game, on Hard, in a single sitting without saving! Ignore those Ink Ribbons. Take this game apart within three hours for a special "mad skillz" award.

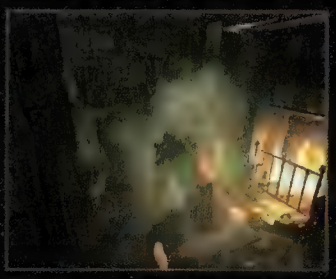
Challenge Two: Giving Up the Herb

Take on the Hard mode as if you were trying to obtain the Rocket Launcher in *Resident Evil—Code: Veronica*; don't use any First Aid Spray and ignore all the Green Herbs! Blue Herbs are allowed, however. Take this game apart within three hours for extra kudos.

Challenge Three: Destroy All Monsters



As the challenge suggests, eradicate all evidence of Umbrella from the Arklay Laboratory. The rules are simple: Choose Hard mode, kill all Zombies (including the first one), wait for them to transform into Crimson Heads, and kill them again.



Return to mansion corridors to make sure Zombies, Cerberus dogs, and Hunters smash through the walls. Make sure Yawn retreats under gunfire the first time you meet him. Drop Lisa Trevor at least once each time you meet. And you can't use any secret weapons!

Challenge Four: The Flashing Blade

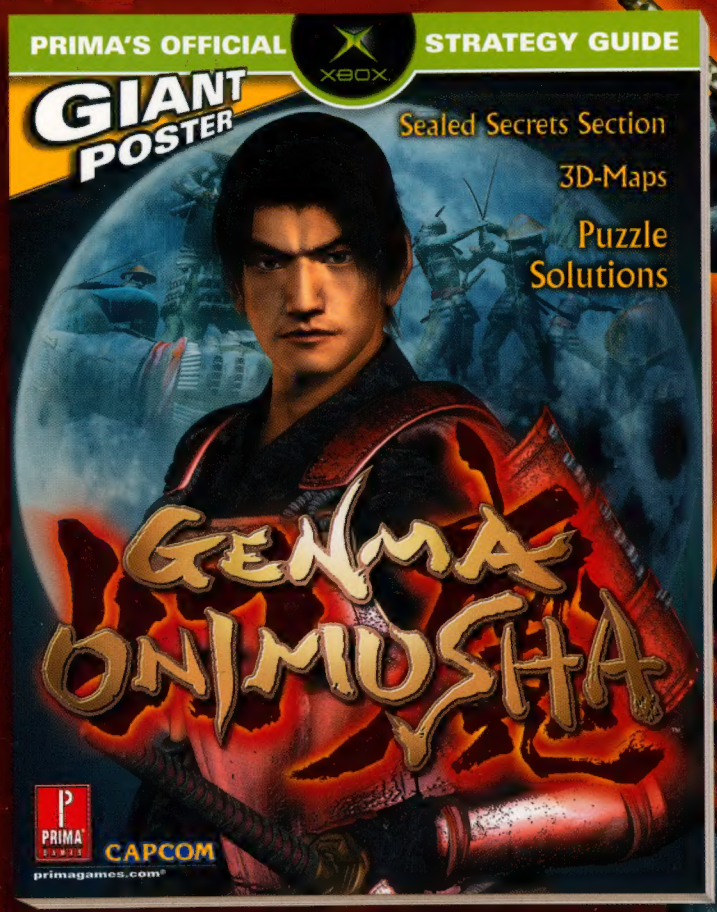
You don't use that Survival Knife much, do you? Then sharpen that blade quickly; you must complete the game using only the Knife! Obviously, this makes boss battles nearly impossible, so you can use regular weapons against bosses (except Yawn), but don't use V-Jolt on Plant 42. You have to dart in and out of combat or avoid enemies (Defense Weapons are allowed). Consider yourself a true Grand Master if you beat this challenge!

Challenge Five: The Two-Hour Sprint

The final challenge is the most difficult of all: complete the game in under two hours! Think that's impossible? Here's a hint: Don't waste time changing clothes or doing anything extra. Consider yourself the ultimate *Resident Evil* gamer if you finish this in less than two hours!

S.T.A.R.S.
BSAA
Resident Evil®

Now Available From PRIMA GAMES!



- Detailed 3D-Maps
- Sealed secrets section
- Complete puzzle solutions
- Giant poster
- Essential tactics for all boss battles
- All fighting moves and weapons

PRIMA GAMES

MATURE M CONTENT RATED BY ESRB

This game has received the following rating from the ESRB

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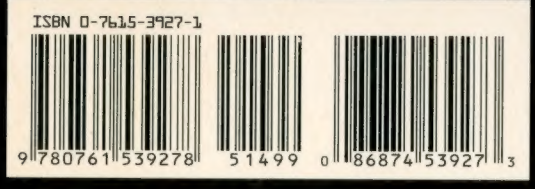

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